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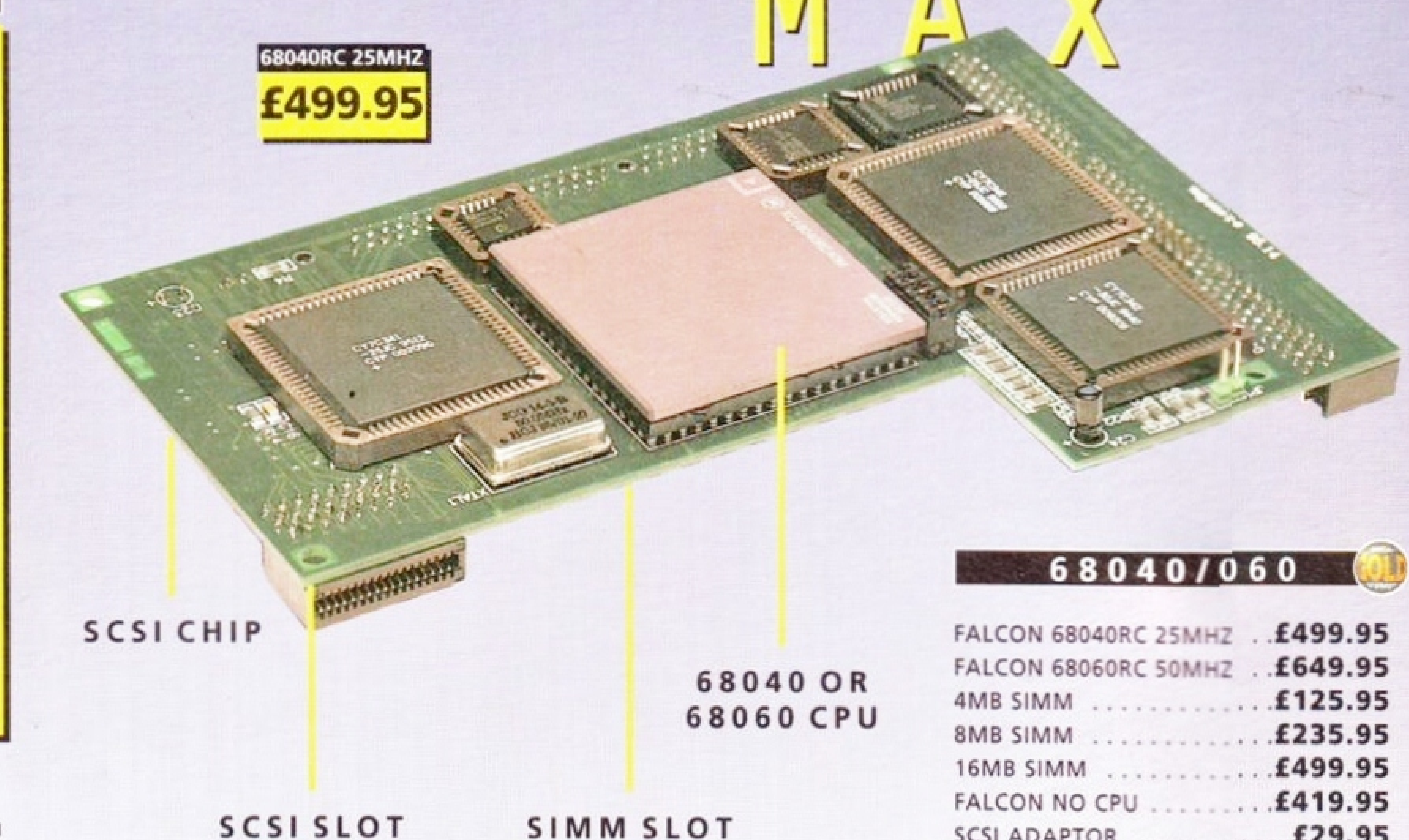
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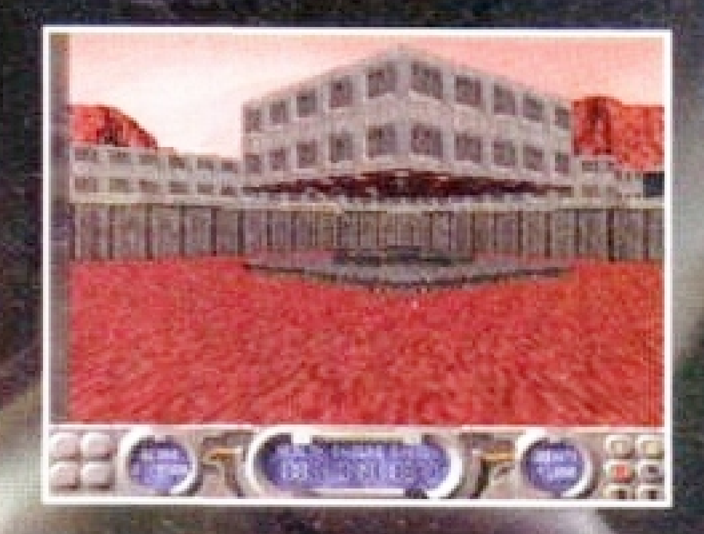
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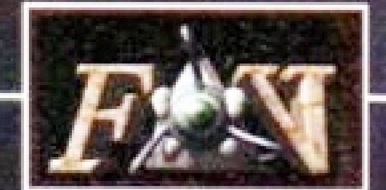
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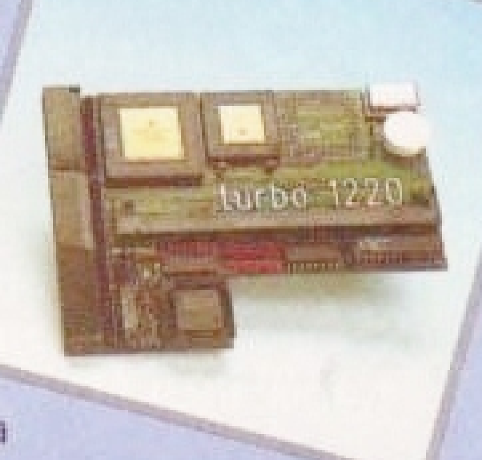
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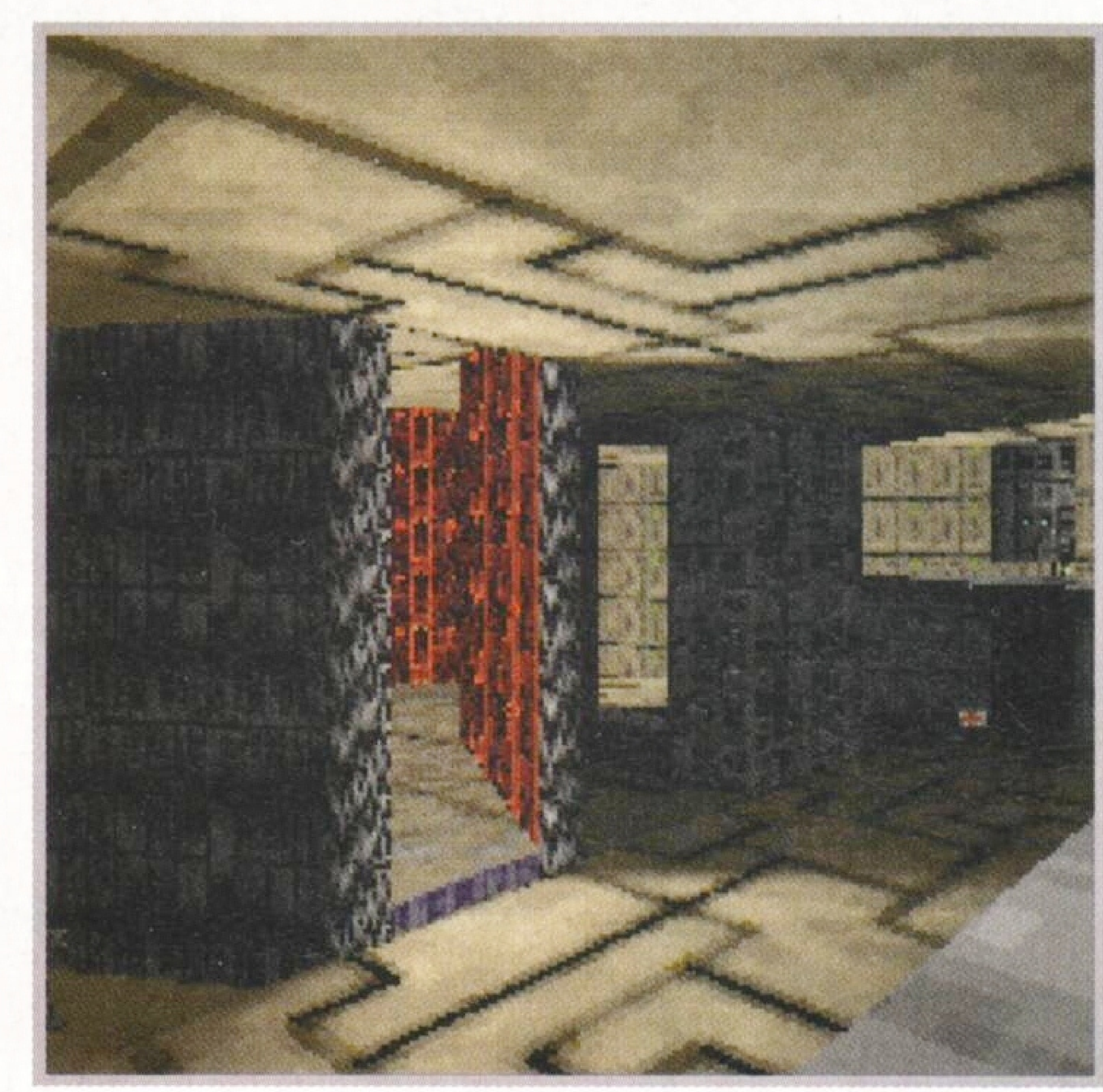
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NEWS page 11



Remarkable sales prompt *Breed* sequel. page 11

Siamese system nears release. page 12

Amiga bundle praise from video pros. page 14

Totally Blitztastic!



The finest Amiga programming language is yours once again, with our spectacular *Blitz Basic 2.1* covermount and completely new series of tutorials.

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AF GAMES

Every new Amiga game reviewed and rated!


HILLSEA LIDO


PLAYER MANAGER 2 EXTRA



SPERIS LEGACY


FLIGHT OF THE AMAZON QUEEN

35 Previews *Capital Punishment, Street Racer* and *Atrophy*.

38 Hillsea Lido Vulcan's answer to *Theme Park*, based on Brighton rather than Alton Towers.

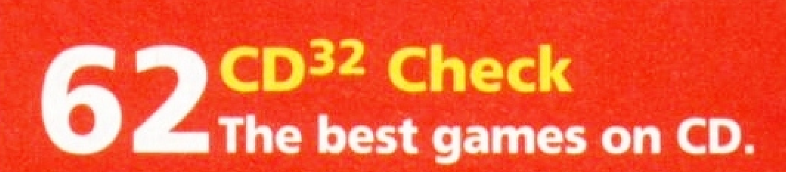
40 Player Manager 2 Extra Continue the quest for glory with a much enhanced version of this Anco favourite.

45 Speris Can we manage to review Team 17's latest without mentioning *Zelda*?

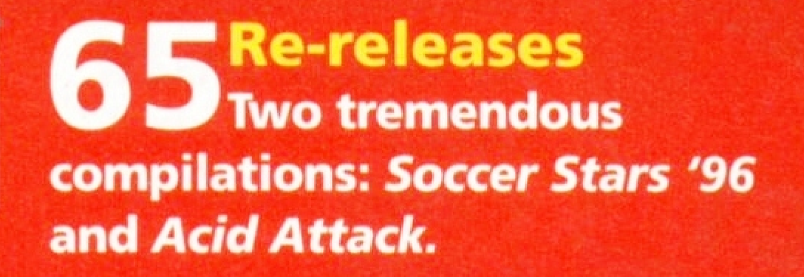
49 Charts The latest movers, shakers and stayer-the-sames.

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57 Flight of the Amazon Queen Rescue princesses, tackle mad professors and strive against TO BE CONTINUED...



62 CD32 Check The best games on CD.



65 Re-releases Two tremendous compilations: *Soccer Stars '96* and *Acid Attack*.

AF SERIOUS

81 Introduction

83 GT5000 Looking for a quick, easy and cost effective way of getting images onto your Amiga? The latest Epson desktop scanner gets the *Nick Veitch* treatment.

87 Imagine 4.0 Once the most popular raytracing package on the Amiga, what can Impulse come up with to prevent being overtaken by the competition?

91 Organiser 2 In a last ditch attempt to sort out *Graeme Sandiford's* life, Digita release an improved personal organiser.

92 Pro Objects Too busy, too talentless or just too lazy to create your own 3D models? *Graeme Sandiford* checks out some of the 3D Object collection.

95 EZ 135 Drive Syquest aren't taking the release of the Zip drive lying down, and have responded with this redesigned, faster, cheaper version of their own SCSI storage device.

96 Maple V rev3 If your mathematical requirements can't be met by a Casio fx100, this cunning software may be your only hope of getting things to add up.

100 CD-ROMs *Graeme Sandiford* spins up his quad-speed to check through the latest releases on the CD scene, including *Light ROM 3*, and the rather excellent *Network CD 2*

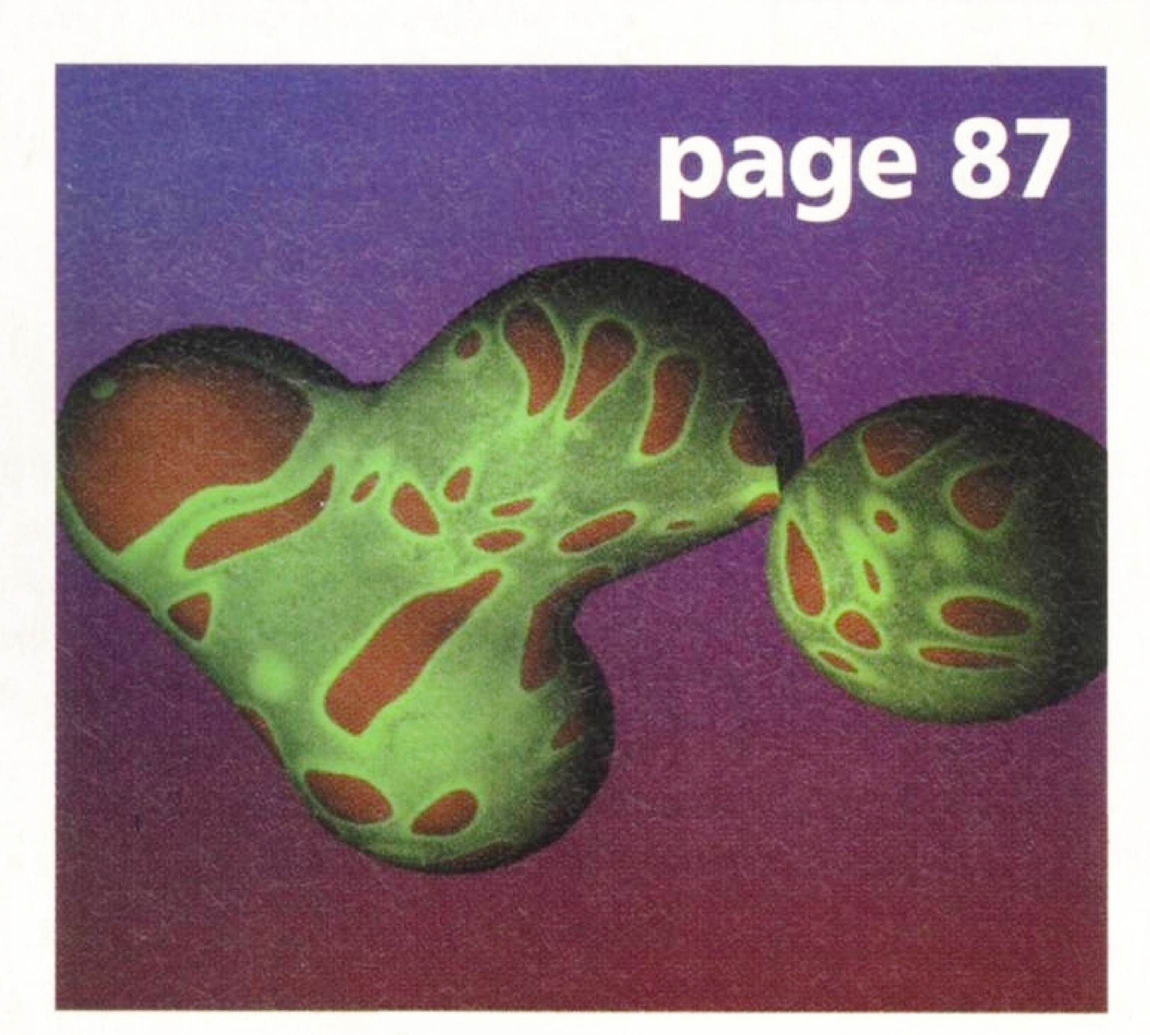
110 Real 3D tutorial Get the most out of issue 77's tremendous coverdisk with another informative tutorial from the multi-dimensional *John Kennedy*.

Shoot it Yourself

The one niche area that the Amiga clearly dominates is low cost, high quality video work. To herald the start of a new regular feature, we show you just why your Amiga and camcorder should be talking to each other.

page 21

IMAGINE 4.0



The Amiga's favourite raytracer gets another chance to reclaim its position as the best, affordable 3D program on the Amiga with the release of version 4.0. However, it faces stiff competition in the form of *Cinema 4D* and it has to be asked if Impulse have made enough improvements to ward off this new, strong challenger.

REGULARS

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Coverdisks



Coverdisk A: BLITZ BASIC – p132

It's fast, fantastic and free with this coverdisk - the amazing programming language that is probably the single most important piece of software in the Amiga arsenal.



Coverdisk B: ZEEWOLF 2 – p130

It's back, and this time it's brought it's friends. Binary Asylum's unique addictive chopper game now features more baddies, more vehicles, more buildings and lots more action...

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Month In View

Something has got Nick Veitch all excited this month, and he's not going to let you read on until he's told you all about it...



There are few times that you will find the press quotes on software packaging to be understated, but I fear that merely describing *Blitz Basic* as "the one essential development tool for the Amiga" doesn't do it or Acid Software any justice.

For a start it makes it sound a bit dull. But Blitz isn't dull, Blitz is responsible for some of the best games ever to be developed for the Amiga – you can't really say the same for the likes of AMOS.

And the amazing thing is that you can create totally Workbench friendly applications in it. Now the latest version includes support for AGA machines, It was just too good an opportunity to miss – we had to have a version for our coverdisk.

The coverdisk version will allow you to create and run Blitz programs. There is no limitation on the commands available, or the size of applications or games – the only thing you can't do is create a stand alone code.

A programming language is a difficult thing to have on a coverdisk, because it is not something you can just run and hope for the best. That's why we will be running a new series of *Blitz Basic* tutorials, to help you get the most out of this fantastic language.

Of course the on-line help will give you the basic syntax of all the commands (and subscribers will have received a more descriptive Amigaguide document) but you may still want to upgrade to the full version for the huge ringbound manual, so we have even arranged a special upgrade deal for you (see page 19).

Also in this issue we have reviews of the *Prelude – Future* table, the ambitious Zelda-style adventure *Speris Legacy* and my personal favourite of the month, the rather long awaited *Flight of the Amazon Queen* – it is certainly the funniest release of the month.

But we can't sit around playing games all day. Graeme was given the task of finding out whether Impulse have enhanced the ease of use of *Imagine* in their latest version. It is a bit of a shame that although many new and exciting features have been added over the years, the user-interface is still as unwieldy as it ever was – but I won't spoil it for you, turn to page 87 for the full review.

We also have a look at the latest Epson flatbed scanner, which isn't as costly as you might think, and of course we have the start of our new, regular video section.

Go to it! 

FEBRUARY 1996

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How To Order

When ordering, please don't forget to include the carriage charges ! Charges within the UK are £3.50 for first class post (which usually arrives the next day). Orders over £100 are sent by registered post at a cost of £4.50. Next-day courier service, within the UK mainland and subject to availability, is £6.00. All hardware is sent by Next Day Courier. Please ask for overseas pricing, and pricing for islands & Scottish Highlands. You can pay by :

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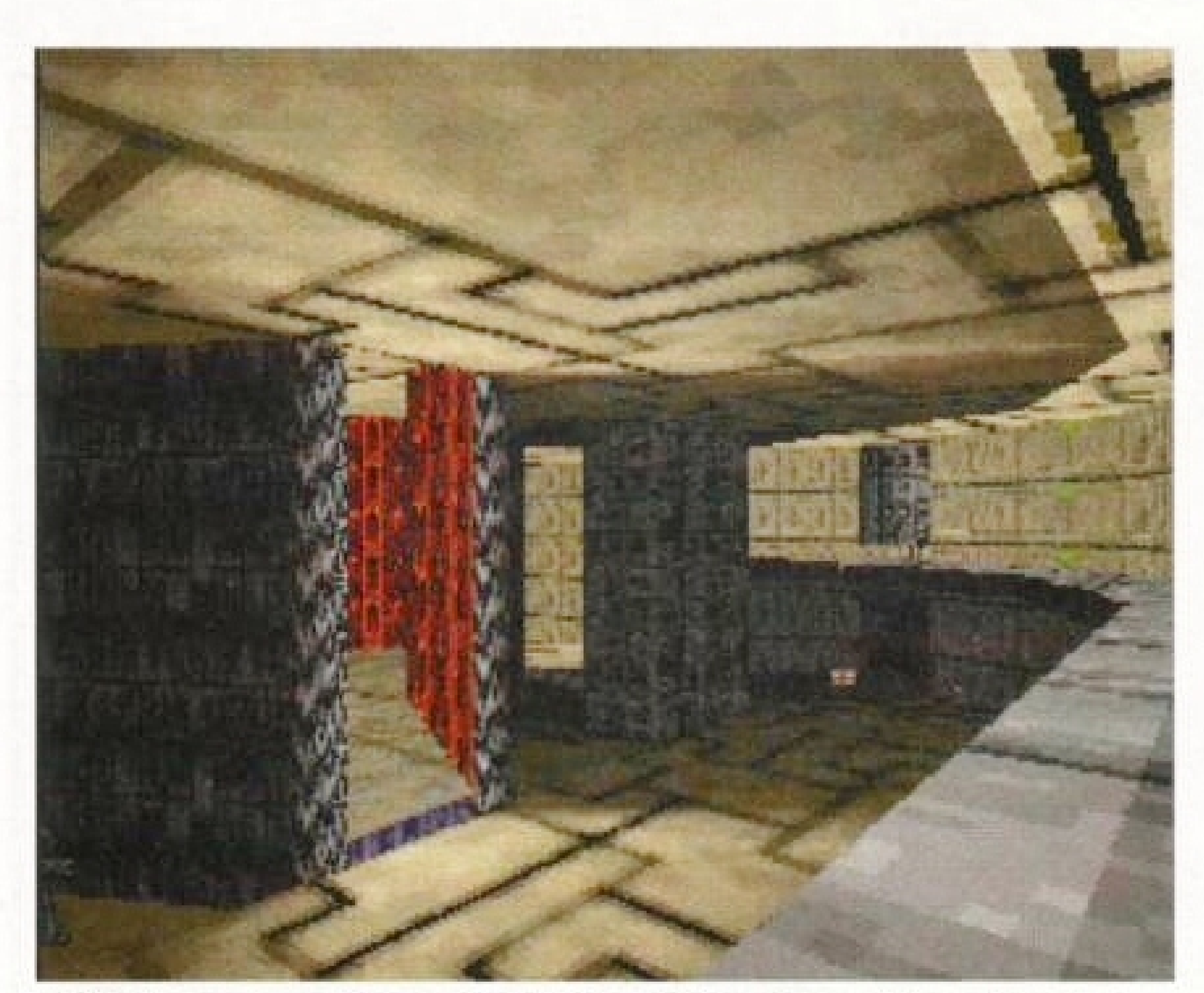
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AMIGA FORMAT news

- Siamese system update p12
- AF "most read" on Futurenet p13
- Video pros praise Amiga bundle p14
- Worms success keeps developers keen p14



With the engine of *Breed 3D 2* (*The Killing Grounds*) undergoing constant tuning and tweaking, Team 17 warned us that these grabs may be out of date by the time you read this.

Phoenix From The Flames

Not content to rest on their laurels, Team 17 have big Amiga plans afoot for 1996.

The remarkable success of *Alien Breed 3D* – 15,000 sales to date and climbing – has prompted Team 17 to steam ahead with a sequel.

First reported in issue 79 of Format, the new title has been pencilled in for an April 1996 release. A new name has also been chosen; *Alien Breed 3D 2* (*The Killing Grounds*).

The plot follows on from the original *Breed 3D*. The game's hero, Captain J.T. Reynolds, finds himself in the unfortunate position of having to teleport down to the Aliens base. From here he is expected to discover their secret.

The engine of the original *Breed 3D* is currently undergoing tweaking and optimisation by *Breed 3D* programmer Andy Clitheroe. Many new options and features will be included making the game attractive to owners of all Amigas.

ENHANCEMENTS

High flyers with accelerated A1200's and above can make full use of a 1*1 pixel mode with full or reduced screen sizes a la *Breathless*. Standard and memory enhanced 1200 owners can experiment to find the best compromise through the gamut of options ranging between 1*1 and 2*2.

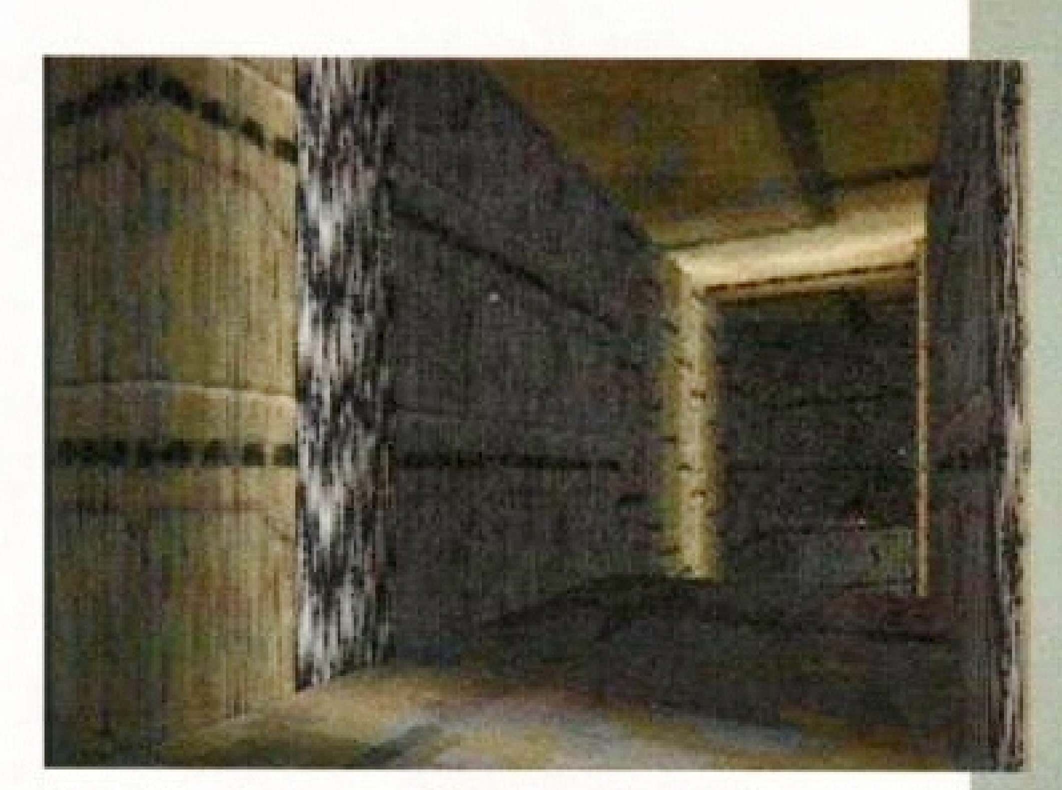
Graphic enhancements will include transparent and glass objects, Gouraud shading, and animated texture maps.

If the specs live up to their promise, *The Killing Grounds*, should improve on and match *Breathless* (*AF81* FG95%) in the following areas; ability to look up and down, advanced enemy intelligence including team work and communication between aliens and eight channel pseudo surround sound.

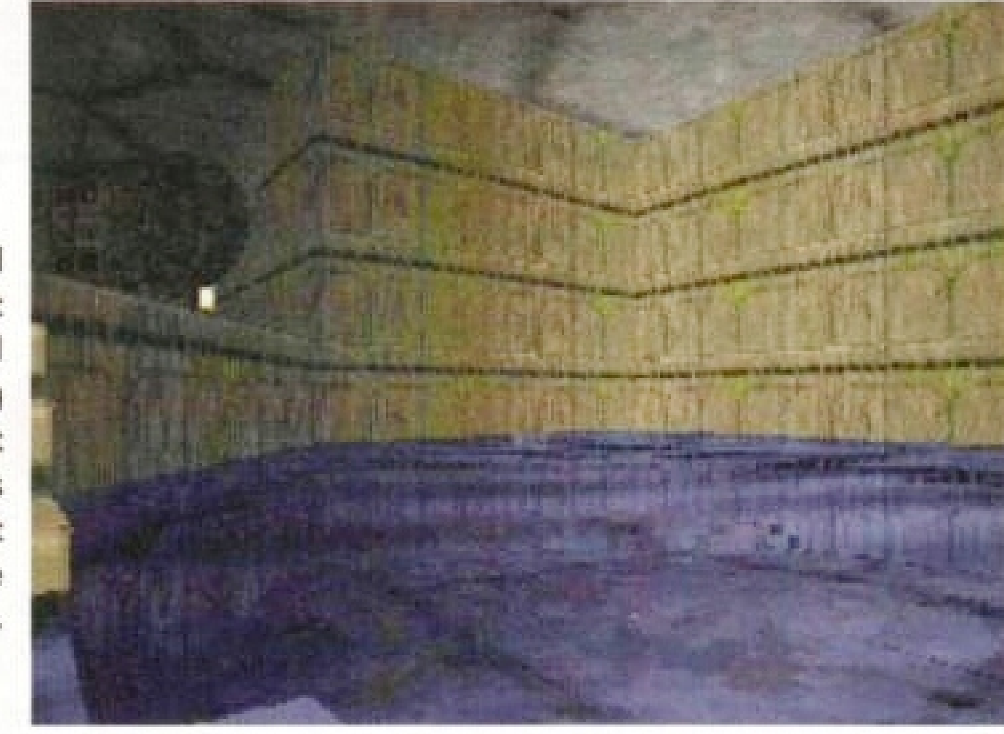
The most up to date information *Amiga Format* has on the new game is the inclusion of a superimposed map in the style of *Dark Forces*. This means that the player can keep a constant update on their current position, therefore alleviating the problem of map access interrupting the flow of play. Andy Clitheroe is even working on an option to increase and decrease the brightness of the imposed map.

With the inclusion of a full level editor which lets the curious and experimental design their own levels, create their own textures, and add new sounds, it looks as if *Breathless* could be challenged and usurped.

Whatever the outcome, the imminent appearance of *Breed 3D 2* should keep sales of accelerator cards on the up and up. 



The editor for customising sound FX and graphic textures should increase PD traffic.



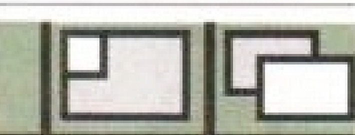
Glass and transparent objects will be making guest appearances throughout the whole game.



Lighting is set to be used in a way that will induce fear and trepidation from the player.

"As a straight adventure, it is for the most part, not terribly difficult. If your idea of fun is spending three hours trying to unravel a puzzle (and hey, it takes all sorts) you aren't going to get very many kicks out of this"
– Nick Veitch tries not to get too enthralled in Flight of the Amazon Queen

SCREEN PLAY PAGE 57



The Smith Column



Games. It's about this time of the year, when the nights seem to get longer, your favourite team has been knocked out of the FA Cup by a club consisting of postmen, scrap-metal dealers, chicken sexers and policemen, all the bills have come in, all the money's gone out, and your mad aunt is still asking whether you liked the RoncTel Fluff-Out'n'Party dual-purpose bow tie and clothes cleaner, that I like to play lots and lots of games. (I also like to write the longest sentence of the year and see if anybody else in AF can beat it).

This weekend while sitting in my lead-lined nuclear bunker (ex-army stock, very cheap) playing *Stunt Car Racer* and thinking what a wonderful game it still is after all these years, I pondered the question of whether computer games will ever become an art form.

Games have all the basic elements of the movies: characters, music, startling images, sequel after sequel, rising production costs, and storylines that stretch the imagination to breaking point. Computer games are even developing 'studio politics' if you consider the recent furore in the press between Ian Bell and David Braben regarding who did what on Elite. This bickering is about as much fun to watch as Julia Roberts and Richard Gere slugging out about who was the most popular person in Pretty Woman.

Games are not seen as having a sufficient level of creative input to put them up there with movies – or even with the Archers

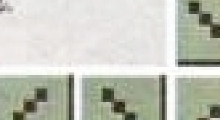
But still games are not seen as having a sufficient level of creative input to put them up there with movies - or frankly even with the Archers. You can see that this is frustrating for many software houses who would love to apper in Empire and so have taken to adding interminable FMV sequences or convoluted plots to their games in order to make Barry Norman notice them over his grandchildren's shoulders as they play them on Xmas morn. Even gameplay is disappearing. In the same way that studio executives take pride in removing any confusingly new storylines or character growth, software houses appear to be extracting gameplay in case it provides any unnecessary difficulties.

So, after all this hard work, why hasn't the 'serious world of the arts' noticed yet? The answer is simple, straightforward and obvious... no one's written a pretentious enough thesis on gaming yet. How can an industry expect to be raised to the level where Billy Crystal can present some awards in LA once a year, when computer games are still considered to be fun, enjoyable and merely a pleasant form of entertainment? No chance. So come along software houses, it's time for someone to sponsor a degree in 'Interactive Experienciality at a Digital-Proto-Techno-Harmonic Level incorporating millenial fear and angst'. That'll do it alright.

(by the way *Stunt Car Racer* on an Amiga500 is still a better experience than any 3D, texture-mapped, dungeon-exploring extravanganza you can mention on any machine so there).

Contact Tim Smith on gashead@cix.compulink.co.uk and gashead@team17.com

The opinions expressed here are not always those of *Amiga Format*.



Amiga Format's Top Ten Reasons to buy a... hard drive

1. Use of Workbench is optimised and made more efficient due to the lack of incessant disk swapping.
2. Booting up time and file access time is faster.
3. They're much more reliable than floppy.
4. Large graphic and sound files are easier to save.
5. They raise the base standard of the machine (no more floppy only games).
6. You can store your entire floppy collection on the drive and access any program in seconds.
7. The world of professional productivity is opened up to the user.
8. Net access becomes a viable and realistic option.
9. True Multimedia use and creation is opened up to the user.
10. You'll feel emancipated and wonder how you managed to struggle with a floppy only system for so long.



Running games like *FOTAQ* from floppy is the dictionary definition of "tedious".



You can't expect to produce stylish presentations or animations without one.



You even have the choice of an internal drive or getting the Squirrel SCSI unit.

Seeing double

Hi-Q are putting the finishing touches to their eagerly awaited Siamese System. This new upgrade will fit into their PowerStation cases and will effectively marry the PC and Amiga. The software that links the two machines has been developed by Paul Nolan, of *Photogenics* fame, who has reportedly been working day and night to meet deadlines, and will be available to both A1200 and A4000 owners.

The system incorporates a full blown PC motherboard, which is accessed, thanks to custom software, through the Amiga's keyboard and should give you access to all PC software.

In addition, the Amiga has access to PC devices. At the moment the CD-ROM drive is shared and as soon as the new Surf' Squirrel is incorporated (which should be done by the time you read this) you will also be able to access the PC hard drives, etc.

With the price of some PC peripherals significantly cheaper than on the Amiga side, it could be a welcome break for serious expanders. Sister magazine *Amiga Shopper* has a full and exclusive first review in their March issue.

For more information, contact Hi-Q on 01525 211327.

Amiga Format - Most Read Computing Title on FutureNet



FutureNet is entering a new era of interactive communication between surfers and page creators.

In November 95, FutureNet embarked on a programme of user registration. 25,000 people registered in the first week with an average 3,500 signing on every day thereafter.

Most interesting figures regard the reading preferences, employment, and computers used by site visitors. The most read title in the computing division of Future Publishing is none other than our own *Amiga Format*.

Disconcertingly, only 2% of visitors use an Amiga to do their navigating whereas 66% use a PC compatible. This revelation adds fuel to speculation that while most Net users will use a PC at work or college because of cost savings, they're more likely to use an Amiga at home.

When asked to comment on this discrepancy, Nick Veitch, Editor of *Amiga Format* said, "Anybody that uses the net can have no doubts that there are plenty of Amiga owners out there – you only have to look at the success of Aminet and our own web pages. Due to the praticalities of cost, and perhaps also due to the difficulty in setting up net software on the Amiga, it isn't surprising that many Amiga owners use other machines for net access. Hopefully we will see a reversal of this trend when the new "Surfer" bundle is released in the next few weeks."

More popular than the Beatles? Well, maybe not quite, but we're getting there.

Amiga Format expects the 2% figure to rocket in the coming year as more and more people become aware of the time saving and cost efficiency involved in the setting up and running of an Amiga compared to the bind of the PC.

NetCorner

Quotes on-line

If you don't fancy leaving the comfort of your chair, you can now organise motor insurance over the Internet.

The system, which will provide quotes from a range of insurers such as Legal & General, AGF, Bishopsgate and Drake, only operates as an email system currently, but it is hoped that the operators, Insurance Matters, will build on the success of the initial system.

Insurance Matters can be found at http://www.dmatters.co.uk or you can email them at: nigel@dmatters.demon.co.uk

Hayes finds partners

Hayes, the long established and best known name in the computer communications industry, have finally re-emerged from the Chapter 11 protection they sought back at the end of 1994.

Under the terms of the reorganisation, a minority shareholding in Hayes has been acquired by Canadian based Northern Telecom, who also acquired UK communications specialists BNR two years ago.

Virtual Ride

If you can't find the time to travel to Blackpool in person, you can now surf your way there on the Internet.

Manchester based Walsh Simmons Communications have just finished a web site for the UK's favourite tourist attraction.

The main attraction of the site is a downloadable "virtual" ride. In the form of an AVI animation, it was digitised from a camera strapped to the front of a car on the Pepsi Max Big One ride.

We're sure it's just like being there, but you check for yourself at: http://www.nation-net.com/bpb/



Smell the fear - well, not quite, but if you can bear the download time, you can at least experience the view.

The Bradford Column



Amiga Technologies have expressed satisfaction with the progress made by the Magic pack over the Christmas selling period, which is pleasing, and they are looking forward to the launch of the Surfer pack, due anytime now. The Surfer pack could be the most successful bundle ever if it really is a 'one stop shop' for getting on-line, although prices and contents are not yet finalised.

There are many people starting to feel a bit left behind by the Internet stuff, with even BBC radio and TV programmes inviting listeners and viewers to contact them via the net. If AT can launch their pack along the lines of 'all you need to get on the net' at, say, half the price of a comparable PC system (and they should be able to), together with a creative marketing campaign, then they could surprise even themselves. I've always thought that launching an Amiga bundle to perform a specific task - as opposed to the "Oh yes, you can do music, animation, DTP, etc on this computer, but I can't show you any of it because we only stock the machine" style of presentation - would be far more rewarding than the splattergun approach.

After all, new users already understand the 'solus task machine' concept. If they want to boil water for a cuppa, they buy a kettle – they don't expect the kettle to then wash the cups, and if it be claimed they'd be sceptical, particularly if they couldn't see it being demonstrated.

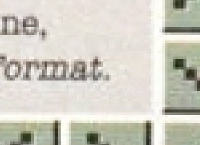
The Surfer pack could be the most successful ever if it really is a 'one stop shop' for getting on-line

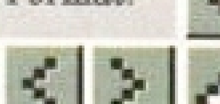
As evidence for this claim, m'lud, I'd like those of you with long memories to recall the staggering success of the Amstrad PCW series of word processors, launched in the mid-eighties. It wasn't new, it wasn't innovative, it wasn't anything really – except a word processor. But that was what a huge proportion of the public wanted at that time. No knowledge of computers was necessary – within a few hours of unpacking the thing, owners were creating their first documents. There were plenty of other word-pros around at the time of course, but to get one operational all the components had to be purchased individually and then stuck together, with all the attendant problems of the day.

So, if the Surfer pack takes the PCW approach and is an integrated 'wash and go' system (which is what all net-surfers want), and is marketed as such, then it won't just be satisfaction AT will be expressing at their progress; it will be whoops of sheer delight.

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in this column are those of a fine, upstanding man – but not necessarily those of *Amiga Format*.





"For even more fun, Maple will solve a system of linear equations in three unknowns and one parameter. "
– John Kennedy explores the world of maths.

MAPLE V REV. 3 PAGE 96



niblets

OCTAMED GOES DIRECT

Users of one of the most popular music packages, Octamed, can now save up to £10 on the latest version, Octamed Pro V6, by ordering direct from the publishers, RBF software.

For £25 registered users receive a full laser printed manual, and unlimited access to the official Octamed BBS.

Contact RBF software at: 169 Dale Valley Road, Hollybrook, Southampton SO16 6QX

PHILIPS GO SIX SPEED

Philips have added to their arsenal of CD-ROM drives with two new models. The first of these, the cunningly named PCA62CR, is their first venture into six-speed drive technology. Featuring support for CD-ROM/XA and multisession PhotoCD, it has a very reasonable price point of £149

The second model, the PCA52CR, is an enhanced quad speed with the same features at a psychologically low price of £100. Both models are IDE based, so you will need an appropriate IDE controller to use them on the Amiga.

NAME CHANGE

The artists formerly known as "The Amiga Club" wish to let everyone know that they shall henceforth be known as:
"The Amiga Club International".

The reason for the change is that the club is attracting more and more members from overseas. If you would like to find out why they are so popular, why not send for membership details to: Amigha Club International, 190 Falloden Way, Hampsted Garden Suburb, London NW11 6JE.

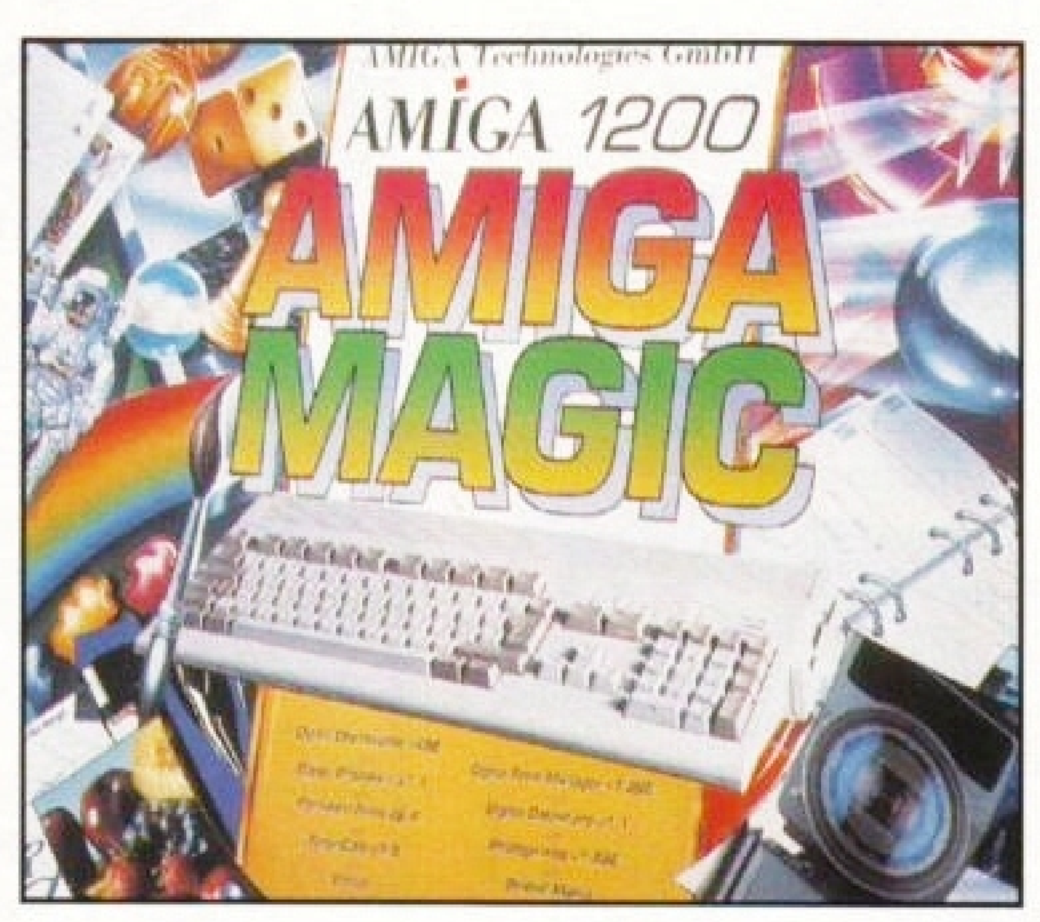
A PLEA FROM YUGOSLAVIA

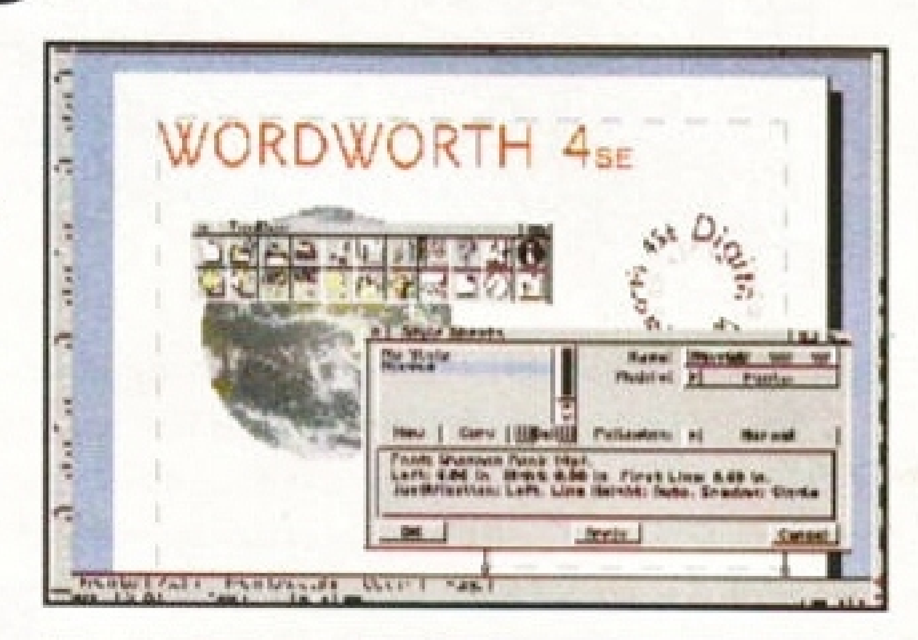
Amiga Format recently recieved a letter from the distraught editor of a Yugoslavian games magazine. Because of the war in that country, production of the magazine was suspended until recently. Various import restrictions and difficulties mean that the magazine is having difficulty getting back on it's feet.

One of the major difficulties is re-establishing contacts with developers and distributors to get hold of information and review materials for Amiga, PC and console machines.

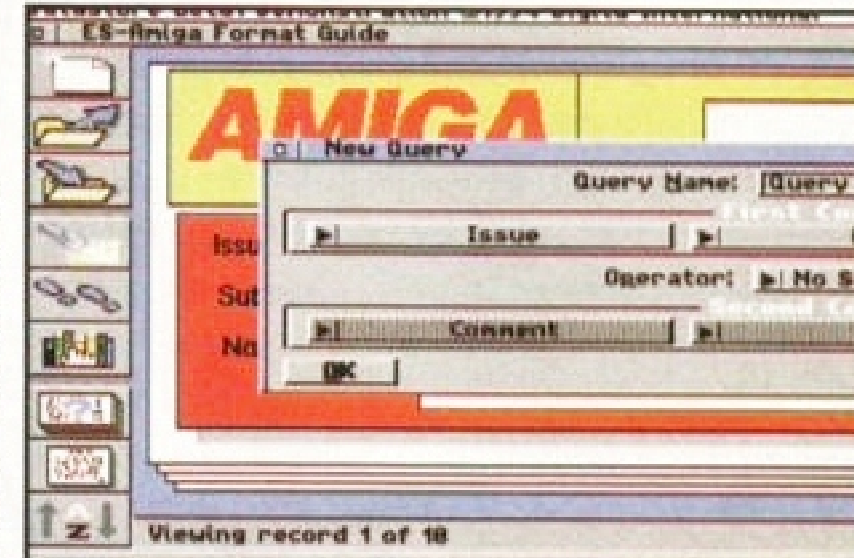
If you can help in any way, please contact Hrusti´c Oleg by post to: Playjoy, Grckoskolska 3, 21000 Novi Sad, Yugoslavia, or by fax to +381 21 337 047 or at their email address: ipuskas@unsim.ns.ac.yu

"the bargain of the century"





The Amiga Magic bundle is not only an ideal home computer set-up, but also an invaluable desktop video tool.



The bundled software is flexible enough to be turned to many different tasks.

Market leading camcorder and video editing magazine *Camcorder User*, has thrown it's weight behind the new Amiga Magic pack from Amiga Technologies and given it their full recommendation.

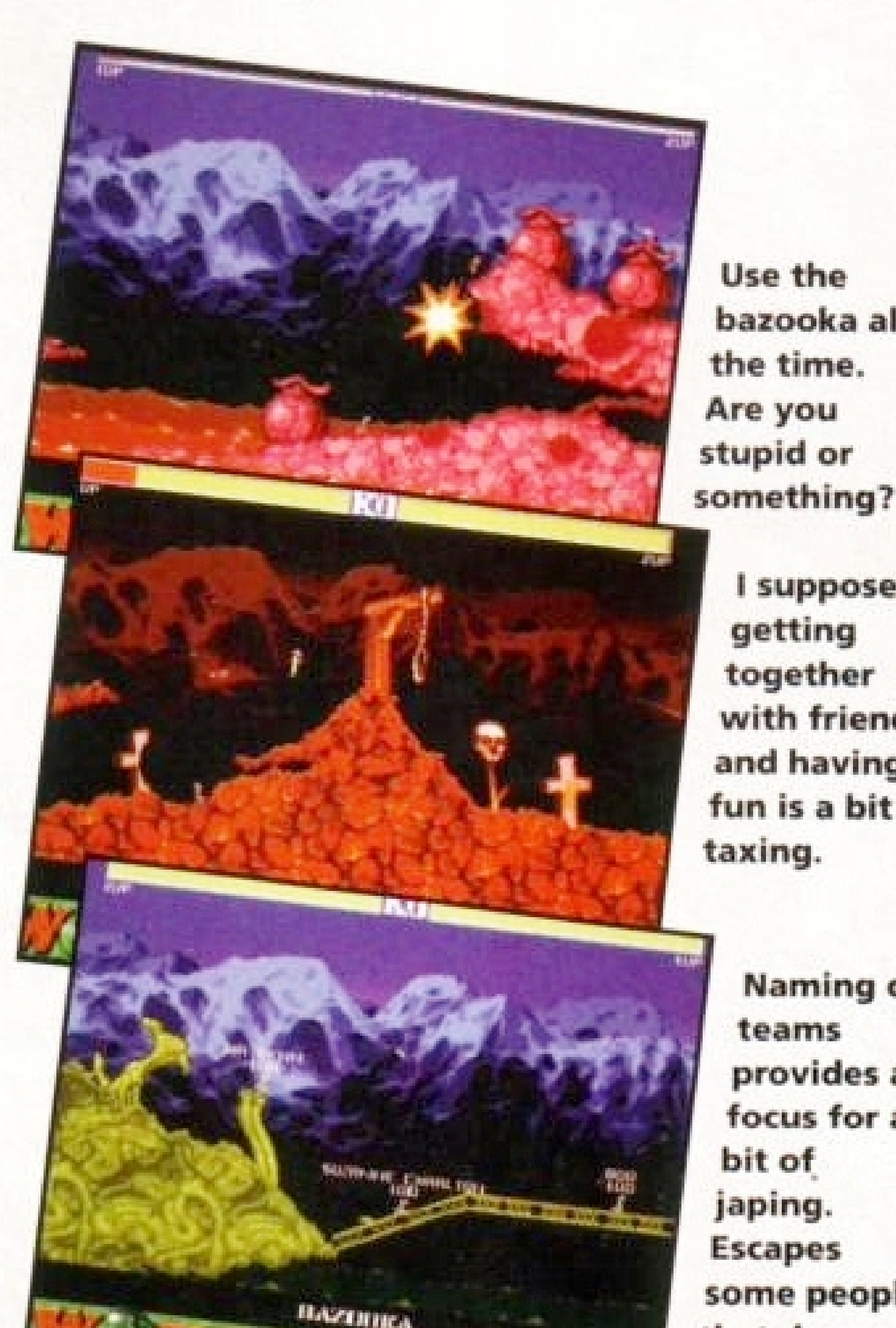
Published by WV Publications, the magazine described the pack as "the bargain of the century" for video makers. They then went on to justify the claim. Salient points were the inclusion of a PAL output as standard and the bundling of *Scala MM300* – which, they felt, at the £250 standalone retail price made the extra £100 for the hard drive pack more than viable. The creative potential of *Photogenics* and *Personal Paint* were also mooted as main features of the pack's video strength.

In conclusion, the three page review summarised the pack in the following way, "Amiga Magic provides a useful starting point for any video-maker interested in DTV work. Put some extra RAM in it and you have a system capable of not only providing professional titling for videos, but also of running a small business."

The neutrality of *Camcorder User* regarding computer platforms – in the past they have recommended that video-makers interested in Desktop Video work should purchase PC's – adds weight to their conclusion.

That the Amiga is more versatile and cost effective in this field is beyond doubt and *Camcorder User* seem to agree.

50,000 and Counting



Use the bazooka all the time. Are you stupid or something?

I suppose getting together with friends and having fun is a bit taxing.

Naming of teams provides a focus for a bit of japing. Escapes some people that does.

A rampant chart success for the Amiga version of Team 17's game, *Worms* has left the industry in no doubt about the durability and potential of top Amiga games.

Awarded a 90% Format Gold in issue 79, the game's success is testament to the discerning taste of Amiga gamers.

The Teamsters themselves are more than pleased and have promised that '96 won't be a barren year from them regarding Amiga titles.

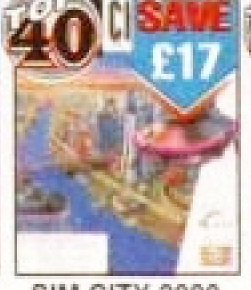


Success of *Worms* on the Amiga is sure to encourage more games development.

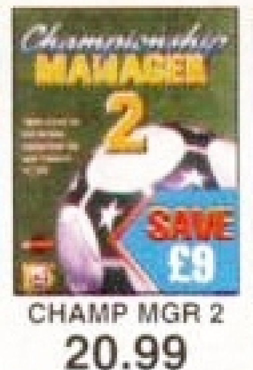
"Judging by its physical appearance, it would seem that Syquest have learnt a thing or two about the need to create attractive devices... the dark rugged casing is ribbed and has lilac bits" – *Graeme Saniford gets all aesthetic.*

EZ 135 DRIVE PAGE 95








ALIEN BREED 3D	SIM CITY 2000	WORMS	SUPER SKID MARKS 2	SYNDICATE	THEME PARK	CHAMP MGR 2	POLE POSITION	WING CMDR
19.99 A1200	12.99 A1200	18.49	19.99	22.99 CD32	21.99 CD32	20.99	19.49 A1200	5.99

IMPORTANT – PLEASE NOTE
- • = NEW Item
- 512K = will work on 512k machines
- HDR = Hard Drive Required

Top sellers have been compiled from Special Reserve sales

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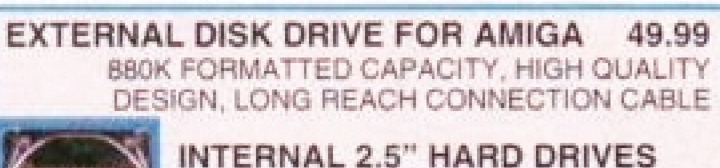
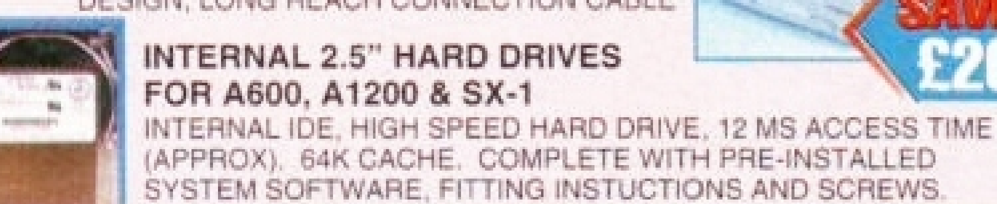
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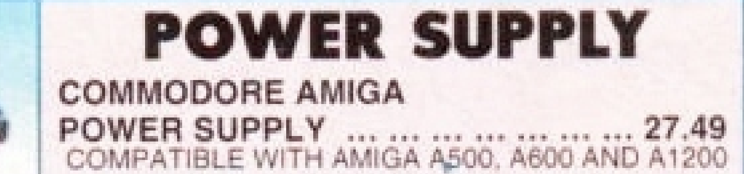
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Absolutely Blitztastic!

You can't have failed to notice this month's very special coverdisk presentation, Blitz Basic. This month, John Kennedy starts off a series of tutorials to set you on the way to creating your own powerful games and utilities.

Welcome to *Blitz Basic 2.1*, probably the most advanced development system available for the Amiga today. *Blitz Basic* has had many years of development, and with it you'll be able to create your own programs: everything from powerful utilities to lightning fast arcade games. In fact, you'd be hard pressed to think of any software that could not be written with the aid of this software.

Blitz Basic is based on the BASIC programming language, but with many extensions and improvments: in terms of the language itself, but also with support for Amiga specific functions.

Unlike languages such as C or Assembler, everything you need is provided by *Blitz Basic*. Normally time consuming and complicated functions such as displaying graphics, showing animations, playing sound effects and modules are made easy with *Blitz Basic*.

This amazing Amiga Format version does everything that the full commercial release does, except that it can't save stand-alone programs. However, this means you can still use *Blitz* to write programs and see them run on your computer.

TED'S SPECIAL KEYPRESSES

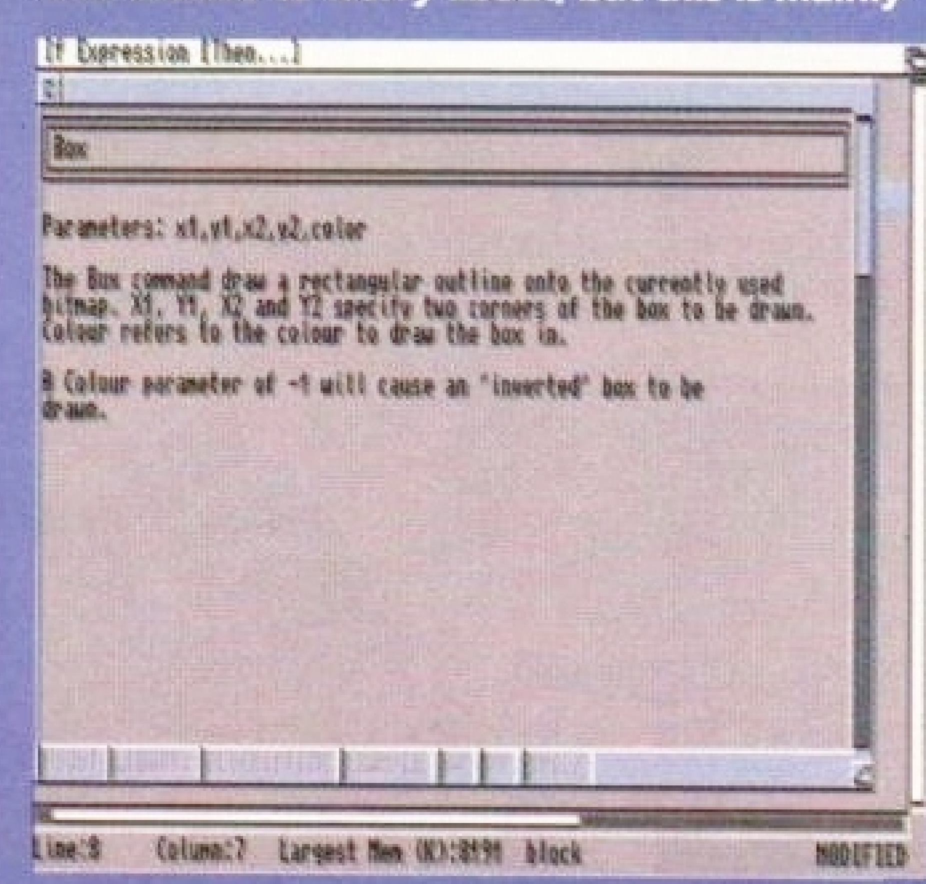
Right-Amiga and D .... Delete the current line
Right-Amiga and K .... Delete the highlighted block
Right-Amiga and C .... Copy a highlighted block
Right-Amiga and X .... Cut a hightlighted block
Right-Amiga and V .... Paste into the editor
Right-Amiga and J .... Join a line to the line beneath it
Shift and Enter .... Split a line into two

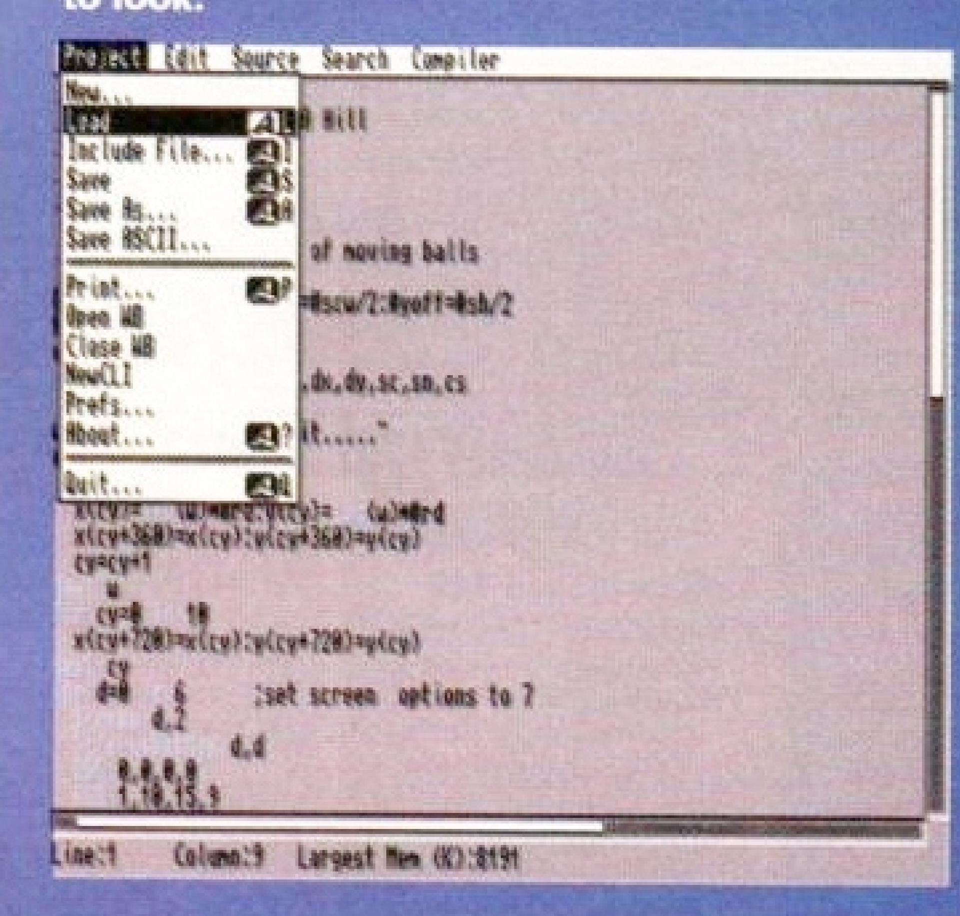
Once you have the program typed in, you can compile and run your program using the menu option shown. You should see a new window open and your message appear, along with a special debugging window. Closing the debug window will end your program from running.
Notice how the PRINT keyword is automatically highlighted in a different colour. You can obtain help on these keywords at anytime by pressing the HELP key, when the pointer is over the highlighted word.
There is more extensive on-line help available through pressing the Right-Amiga key and Help together. A dispay will pop up like this.

You can then select the keyword you would like more information on by clicking on it. A description will appear, and you can see an example or look through the other definitions by clicking on the buttons at the bottom on the screen.

There might seem to be a great number of instructions to worry about, but this is mainly because the Amiga itself is so powerful. There are commands to control the screen display, the graphics, the colours, the sounds — everything which the Amiga can do can be controlled from *Blitz Basic*.
The best thing to do next is to see for yourself exactly what Blitz can do by loading some of the example programs. You will need to load them into TED using the load menu option. Try loading in the program called "amigaballs.bb2" which is in the "Amigamode" drawer. You will need to compile and run the program before you see what it does, but I can guarantee that you'll be impressed.

Remember that you loaded the program into TED before running it, so you are free to make changes and see what happens. Experimenting with other people's codes like this is an excellent way to learn how to write your own programs. There are plenty of excellent examples provided on the coverdisks, each demonstrating a new feature or technique. Try all the files: there are some amazing 3D examples hidden away if you know where to look.

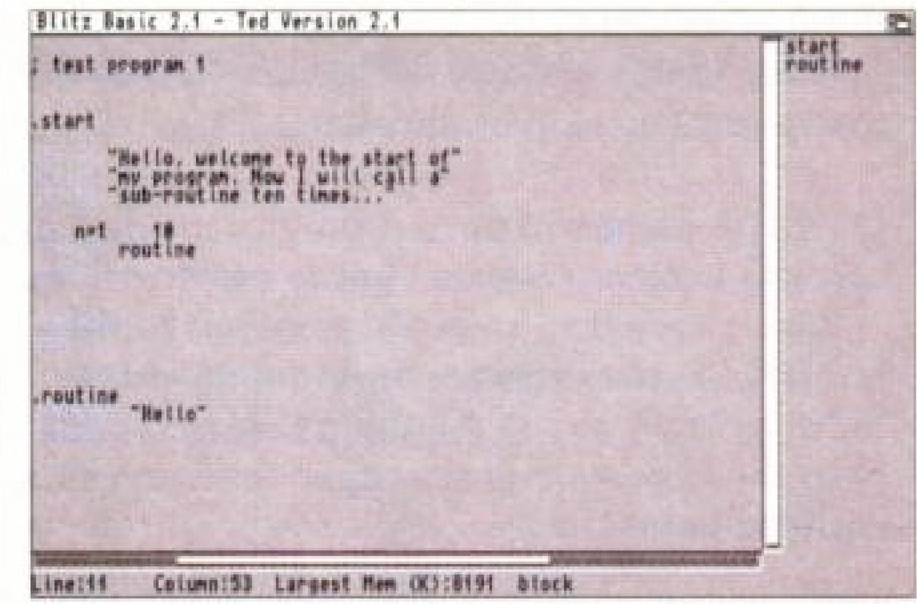




Writing your own programs

It can be tricky starting to write your own programs in Blitz until you get to know what all the keywords do. For this reason you are strongly advised to look at all the demo programs and use the extensive on-line help facility.

When you are ready to write your own programs, start with something simple. To help you keep track of your code, the Blitz editor has a useful trick up its sleeve. When you define a "label" — a reference point to which you can make the program skip — and put a full-stop in front of its name, TED will open a special window to the side of the display. The labels will be listed here, and you can quickly move to anywhere in your code by clicking on the relevant label.



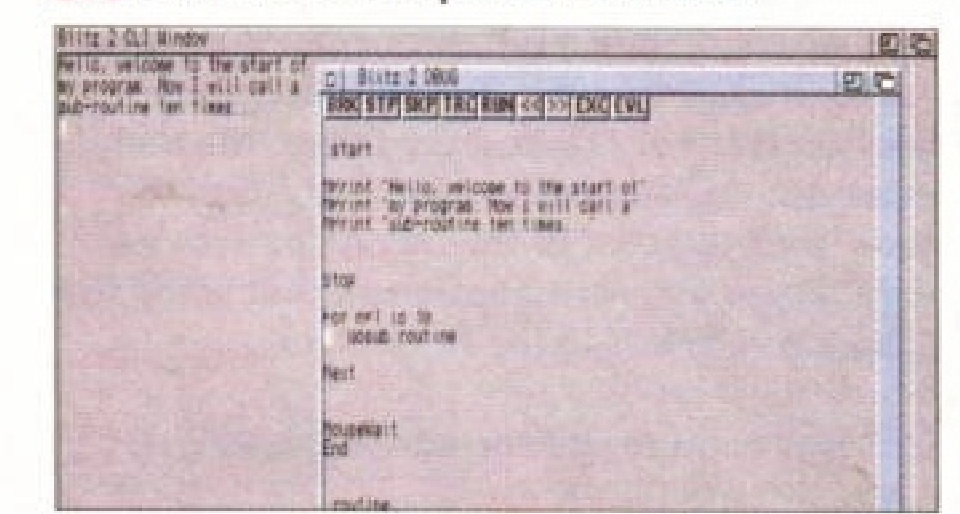
This simple program demonstrates how easy it is to structure your code in Blitz.

You will probably have seen the debugging window appear. You can force this window to appear whilst a program is running by either including the STOP keyword in your program, or by pressing CONTROL-ALT-C whilst the program is running.

When the debugging window is open, you can see exactly what your program is up to. You can resize the window to see more of your program, and then use the row of buttons at the top.

The debugger will be your best programming friend, so it pays to take the time to get to know him. The buttons at the top have the following functions:

- ***BRK*** **– Stop a program which is running normally**
- ***STP*** **– Stop a program running in TRACE mode**
- ***SKP*** **– Skip a command**
- ***TRC*** **– Single step through the program**
- ***RUN*** **– Run the program normally**
- **<< – View previous commands**
- **>> – View commands executed (use after <<)**
- ***EXC*** **– Execute a Blitz command typed in**
- ***EVL*** **– Evaluate an expression entered**



The result of our simple program, with the debugger program running in a seperate window.

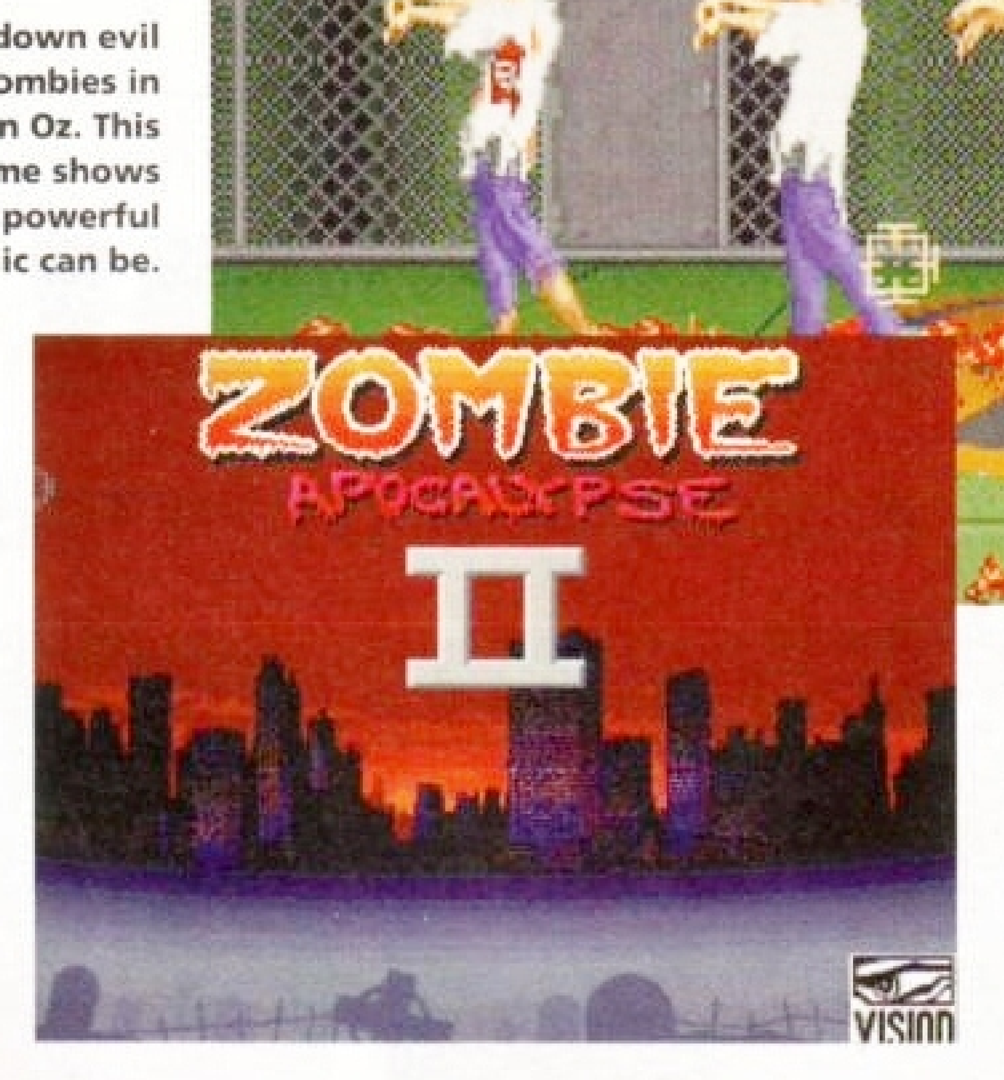
Blitz Basic is both easy to use and incredibly powerful. It doesn't matter if you want to teach yourself programming or write an awesome game or powerful application program, Blitz is the language of choice.

As it is very powerful, there are plenty of commands and functions to learn about. These commands are closely linked with the Amiga hardware, which is what gives *Blitz Basic* its incredible speed.

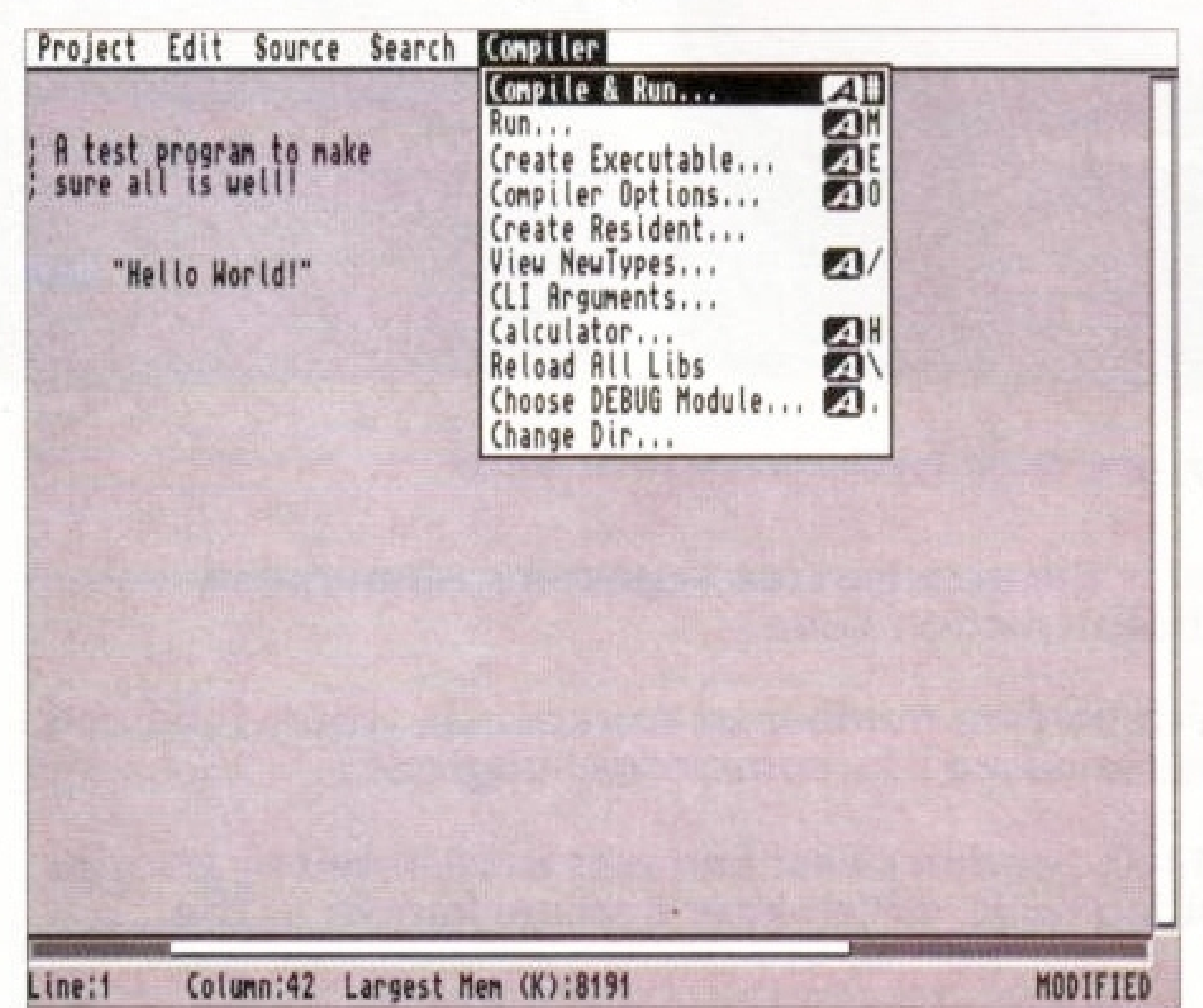
This doesn't mean that Blitz is an Amiga-unfriendly language: you have a choice about how your software will run. In Amiga mode, it is possible to create software which runs like ordinary Amiga applications with standard Windows and File Requestors. In the special "Blitz mode" the entire computer is at your disposal for some staggering video and demo effects.

Long term readers of Amiga Format may remember the covermount of *Blitz Basic* way back in *AF52*. If you don't remember then you may also be unaware that the coverdisk prompted the completion of two great games – *Super Tennis Champs* and the rather popular *Worms*. As you will see from the example programs, Blitz isn't just for games – you can create complete,fully Workbench compliant utilities and applications too.

New to this version of the software are improved editors and extended functions. If you have an AGA Amiga (that is, an A1200 or A4000) you will be able to take control of the new colour palette and screen modes to make staggering games and utilities.



Gun down evil Zombies in downtown Oz. This demo game shows just how powerful Blitz Basic can be.



The "Compile & Run" menu option will compile your code into memory and then execute it.

Getting Started

In order to enter, edit and run a program you will need to use TED, the Blitz Basic editor. You can either start Ted by clicking on it's icon, or (preferably) clicking on the Blitz2 icon.

Once TED is started, you can type in your first program as shown below. TED works like most text editors, although there are a few special keys to remember.

You can highlight blocks of text by dragging with the left mouse button held down. TED has search facilities, a useful calculator utility and can control the operation of the Blitz compiler through the various menu commands.

Continued overleaf ➡



The best-selling Amiga game this Christmas was concieved with Blitz.

Join us next month for the start of a brand new Blitz programming series

Common Problems

Q When I load a program into Blitz some of the commands seem to be replaced with funny characters, and it won't compile and run properly?
A Try starting by clicking on Blitz2 icon, instead of the TED icon. If running on a hard drive, make sure you have an assign statement pointing to the directory containing Blitz.

Q Sometimes when I run a demo program, it fails when loading a graphic or file from disk.
A The program cannot find the file, either because it is not present or because the path is incorrect. You can either alter the program code itself to point to the correct path or use the Change Dir.. menu option so that when the program runs it is in the right place.

Q I can't seem to use the editor properly. I have a line of code which is too long and I want to make it "wrap".
A Press Shift and Return together.

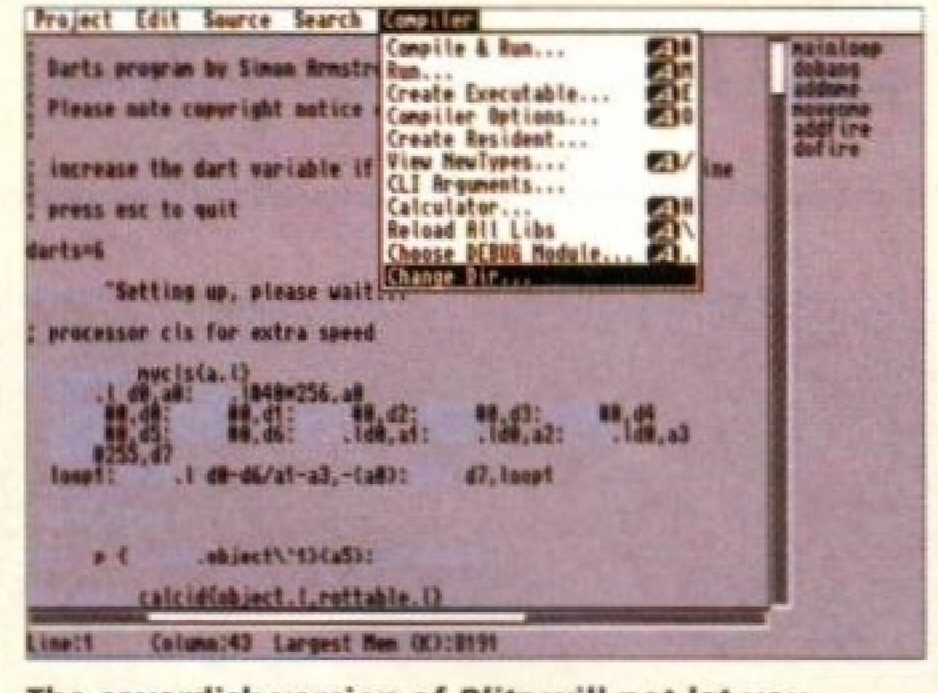
Q I have too blank lines in my file — how can I easily delete empty lines?
A Press Right-Amiga and D together.

Q Why does the menu option Create Executable.. not work?
A In this demo version you are not able to create stand-alone programs: which is what Create Executable does. You can still use Compiler and Run, but if you want to make stand-alone programs you will need to buy the full release version.

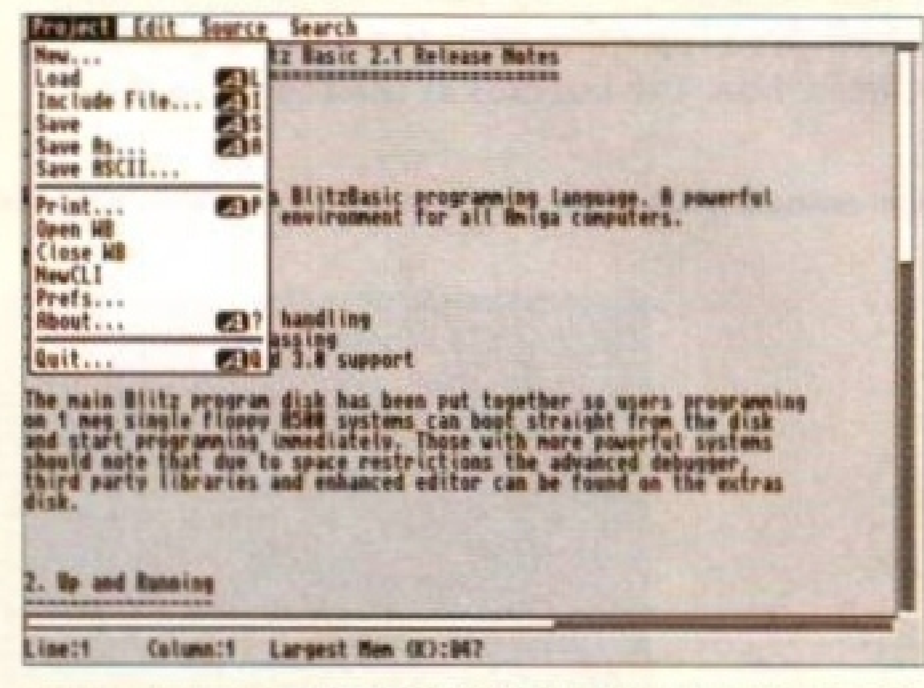
Q My TED looks slightly different from the one in the images: my version has a much larger pointer and shaded blue title bar. Have aliens abducted something from my disk?
A There are two versions of TED. The second is on the examples disk, and requires Workbench 2.1 or greater.

Q I have found reference to NewDebugger and NewTeditor, and extra libraries. Where are these programs?
A These extras are only available with the full commerical version of Blitz Basic 2.1.

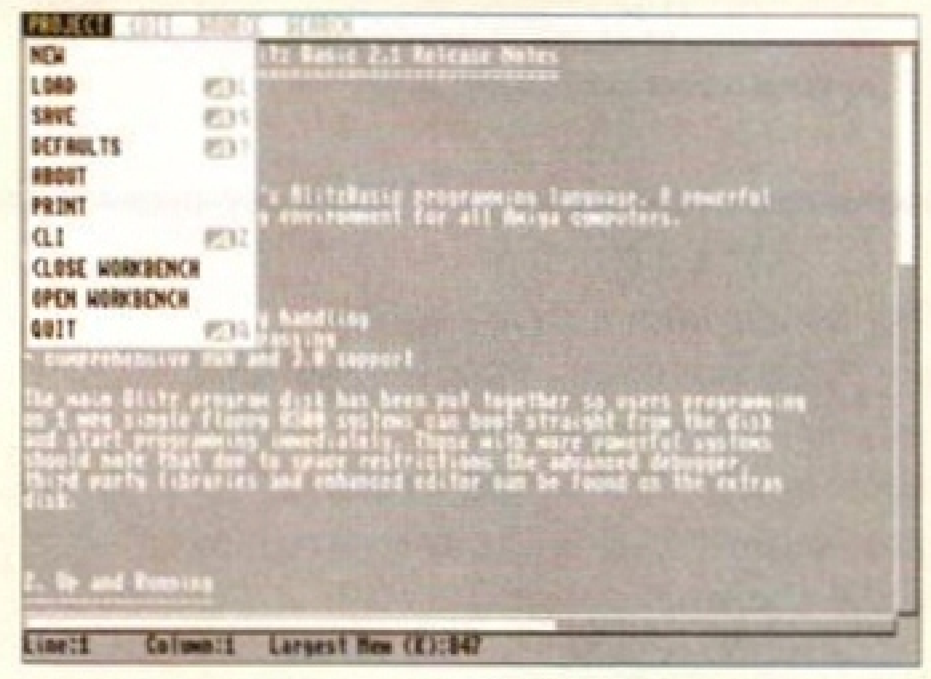
Q When I write and run a program, the display window vanishes before I get to see anything.
A Blitz is very fast, so put MouseWait as the last line in your program or it might actually finish before you see anything happen at all. Then the window will stay open until you click with the mouse.



The coverdisk version of *Blitz* will not let you compile stand alone codes – you'll have to upgrade!



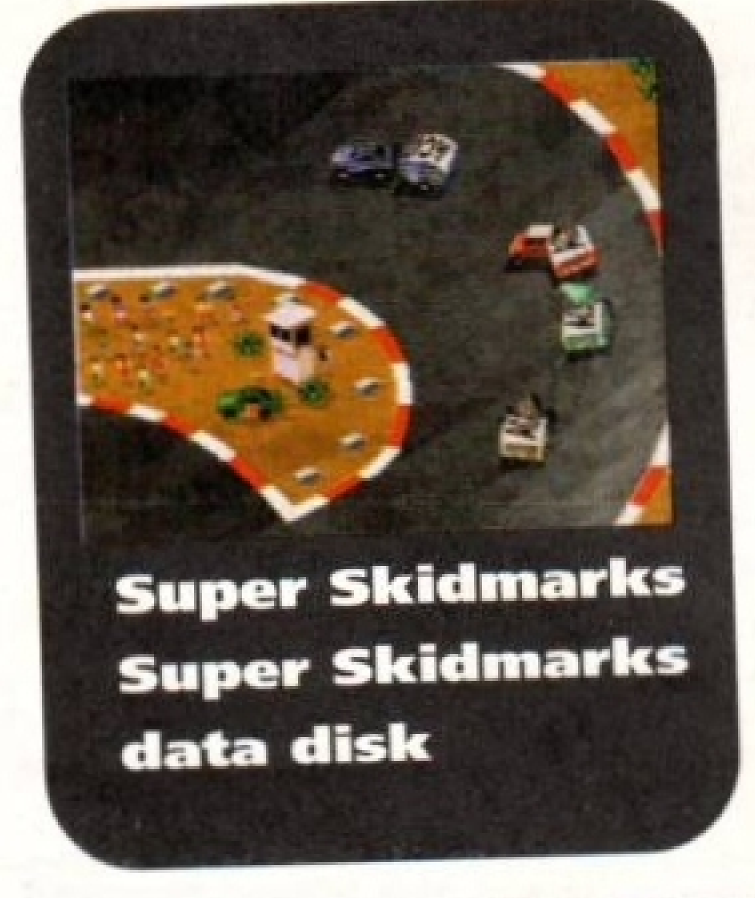
This updated version of Ted has more functions and a better style, but you need WB2.1.



If you are using an older version of Workbench, you will have to use this version of Ted.

WIN! WIN! WIN!

EXPERIENCE THE FULL POWER OF BLITZ IN THIS SPECIAL COMPETITION


Super Skidmarks
Super Skidmarks data disk



Gloom



Guardian



Roadkill

Please note, all games except Super Skidmarks are AGA (A1200/A4000) only.

In a fit of outstanding generosity, *Amiga Format* have teamed up with Acid to offer you the chance to experience more of the power of Blitz.

All of these great games were developed using *Blitz Basic*, and we have five complete sets of them, worth £75 each, to give away. All you have to do is answer the following three simple questions, and then re-arrange the answers to give the name of a very famous Amiga software package.

Q1. What is the acronym for Beginner's All-purpose Symbolic Instruction Code?

Q2. Which version number of Workbench, which followed 2.04, was released as a commercial upgrade?

Q3. In 1940, London's East End was devastated by a series of bombing raids, which later became known as the...?

Send your answers *ON A POSTCARD* to: I want to get Blitzed, Amiga Format, 29 Monmouth St, Bath BA1 2DL

PLUS

Order now and take advantage of a special introductory offer to Blitz User Magazine

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BLITZ BASIC 2

~~RRP £34.99~~

SPECIAL OFFER £24.99

It started life as a coverdisk submission for *Amiga Format*, it ended up as a Format Gold winning commercial release from Audiogenic - written in Blitz.



A fast, smart, playable, and gory Doom clone that made some people who played it feel sick. Already hailed as a trailblazing classic - written in, you guessed it, Blitz.

Praised by all, *Blitz Basic* is really the all in one single most useful development package for the Amiga – and now it is capable of even more impressive results, with improved editors and extended AGA features. Take advantage of this offer for the full, boxed software and ring-bound reference manual.



It's one of the whakiest, fastest, funniest, compulsive and most popular driving games ever on the Amiga – *Super Skidmarks* was written in Bltiz



Blitz Basic 2.1 Order Form

Please send me .... copy/ies of **BlitzBasic 2.1** at a unit cost of **£24.99**

I enclose a cheque for .... made Payable to Acid Software

I wish to debit my ☐ Access ☐ Visa ☐ Mastercard *please tick*

Card number .... Expiry date ....

Name .... Address ....

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Postcode .... Signature ....

How to Order

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Please allow 28 days for delivery

The Amazing Surf Squirrel Interface



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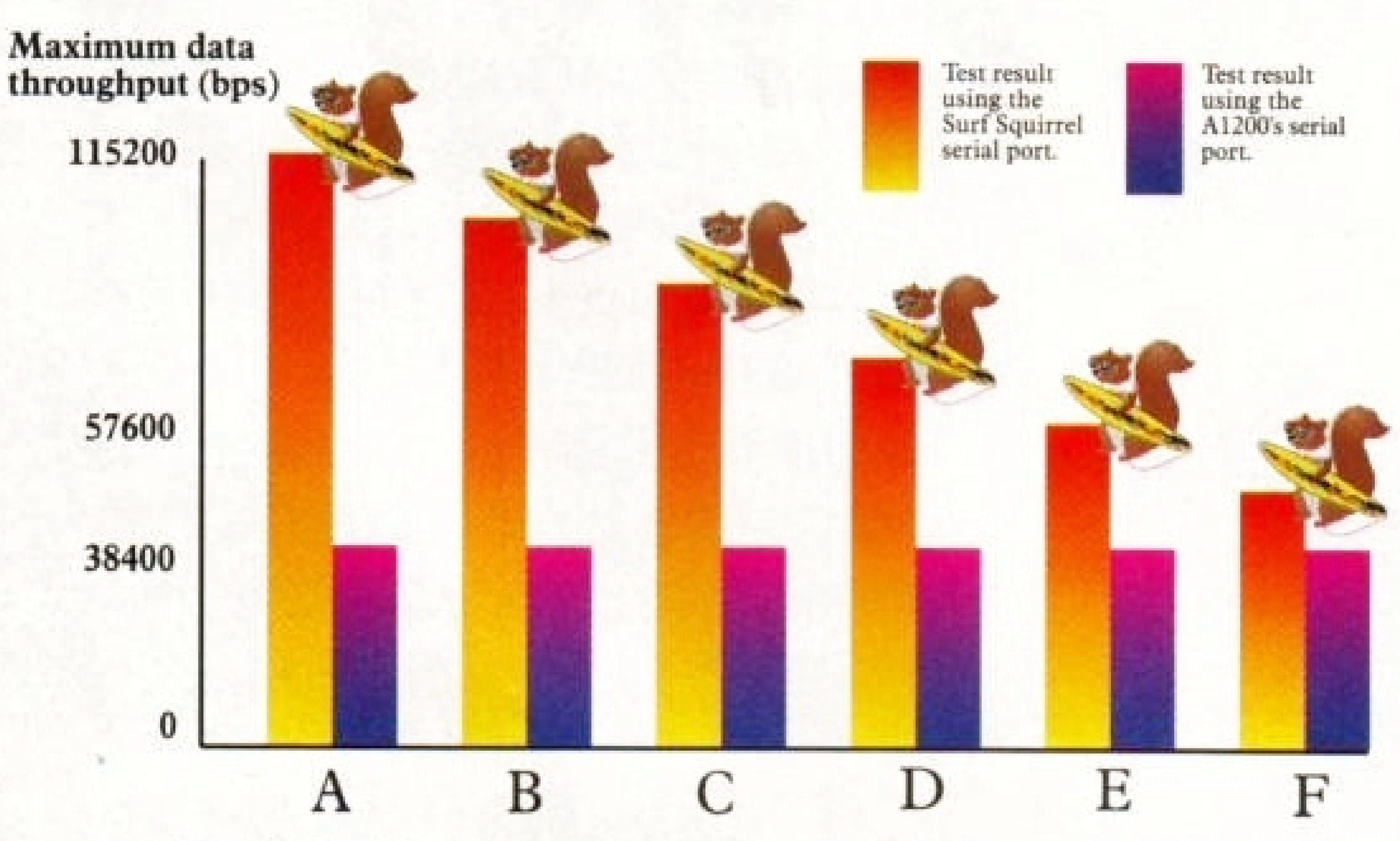
£99.95 plus P&P

But that's not all, Surf Squirrel also has a fully buffered, high speed serial port that is capable of performing up to 600% faster than the A1200's serial port, so Surf Squirrel gets the most out of your modem and your A1200 to make high speed file download, with multi-tasking, a reality not a possibility.

The package comprises the Surf Squirrel Interface, SCSI drivers, CD32/CDTV emulator, serial drivers, and an extensive, fully illustrated, user manual. Here are just a few of the reasons why the Surf Squirrel SCSI Interface is ideal expansion peripheral for your A1200:

- High performance SCSI 2 hardware for easy expansion; supports up to seven SCSI devices.
- No technical knowledge required, easy-to-use setup program included.
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- Autobooting - boot from an external hard disk.
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- Includes a full CD32/CDTV emulator for use with a SCSI CD-ROM drive.
- Fits externally - doesn't invalidate your A1200 warranty.
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How much faster is the Surf Squirrel?



Bars A,B and C are the maximum transfer rates obtained when downloading an ASCII, Database and Graphic file respectively, using a V34/VFC modem. Bars E,F and G are the maximum transfer rates obtained when downloading an ASCII, Database and Graphic file respectively, using a V32bis modem.

The Squirrel Surf Packs









Surfing Starter Pack £199 plus P&P

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Start surfing with one of HiSoft System's Surf Packs. Designed for both the beginner and expert alike, the Squirrel Surf packs include all software, hardware and documentation to get you quickly, and easily, onto the information super highway.

Surfing Starter Pack

- V32 Modem, capable of speeds up to 14,400 bps.
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- Free CIX registration (worth £29).
- Simple installation.

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- V34 Modem, capable of speeds up to 28.800 bps.
- Surf Squirrel interface.
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- Free CIX registration (worth £29).
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The SCSI MPEG Player for your Amiga, Atari, Macintosh & IBM-PC Compatible



Bring the cinema into your home and onto your computer with Squirrel MPEG™. Playing the popular VideoCD and CDI CD-ROMs as well as raw MPEG streams, Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.



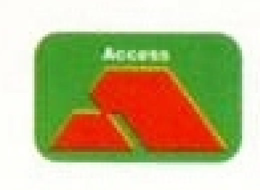
Squirrel MPEG is a SCSI peripheral that can be used in conjunction with any SCSI controller, such as the Classic Squirrel™ or Surf Squirrel™, and any VideoCD compatible CD-ROM. Squirrel MPEG can also be used as a stand-alone unit, with a SCSI CD-ROM, as an addition to your TV, Video and Hi-Fi setup.



Available from January 1996, Squirrel MPEG is the latest in an established line of ground-breaking products, for you and your Amiga, from HiSoft Systems.

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Part of the reason behind Quentin Tarantino's raging popularity and film success lies at the door of his ability to integrate with film-making at every level and stage of production.

In buzzword terms, Tarantino could be labelled "multi-skilled and multi-faceted" – attributes needed more than ever in these cut and thrust times of low budget, high return, profit maximisation.

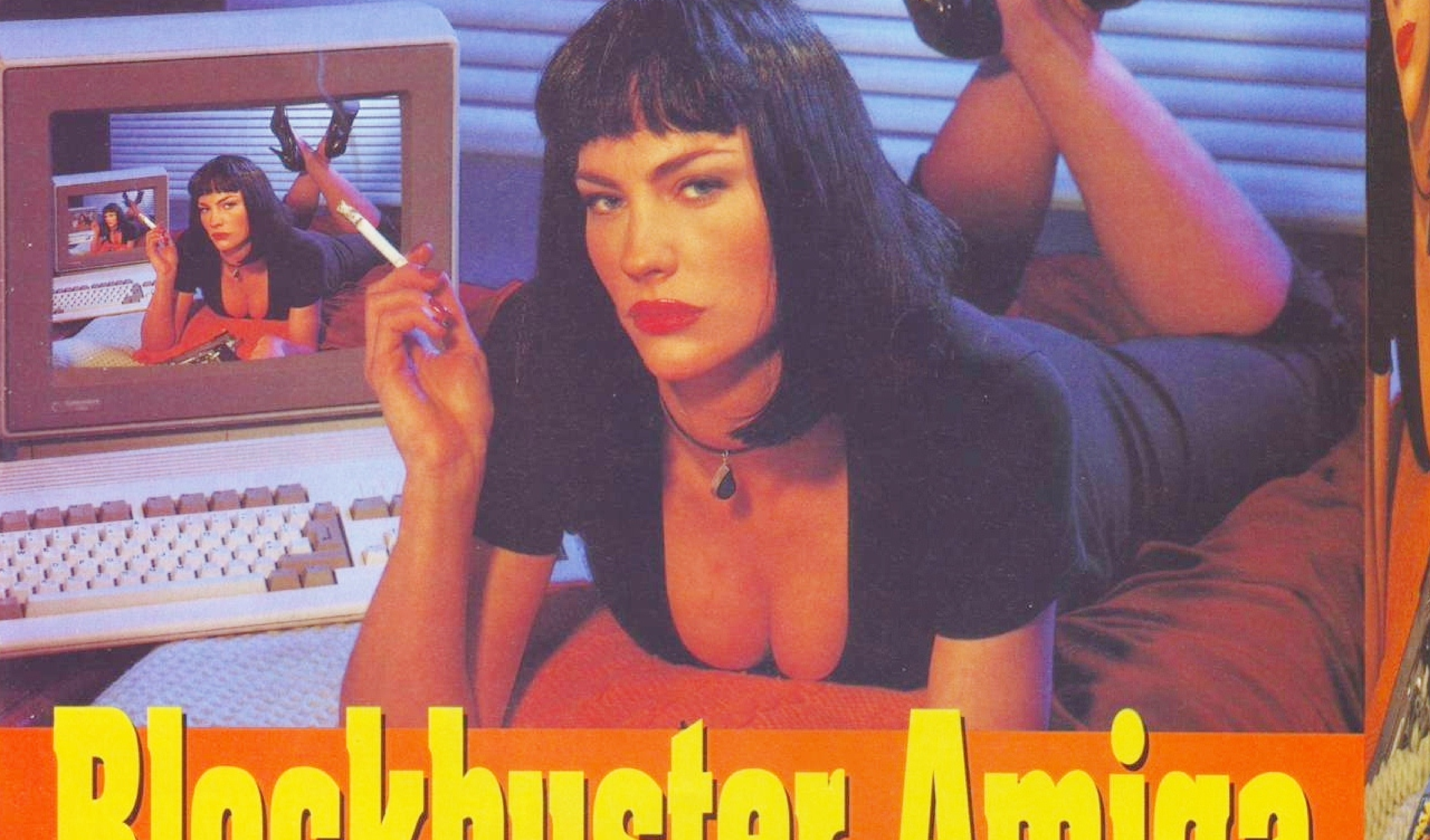
In the increasingly complex and sophisticated world of consumer video equipment, the Amiga can legitimately and without irony be thought of as the Tarantino of the hardware/software scene. For, like Tarantino with film, the Amiga will integrate into all stages of video production smoothly, seamlessly, and at low cost, no matter how humble or demanding the task in hand may be.

There's no secret about Tarantino's day job in a video store – hardly the most glamorous or exciting employment in the world. Yet Tarantino managed to make it work for him, added his own individual flair and extracted from the experience much of what makes him the unique talent he is today.

Before you go off and complain that the analogy between Tarantino and the Amiga is far too tenuous to be credible, consider the following. No matter what video equipment you own, even if it's only a single video recorder, the Amiga can enhance your ability to be creative with that machine. Just like Tarantino in the video shop, the amount that can be learned and put into practice with such basic equipment is profound.

Of course, more important than any amount of equipment is the need for ideas, the talent to communicate them and the ability to put them into practice. Admittedly, the more intimate you become with your equipment, the easier the flow of ideas becomes. But you still need strong, preferrably inspired, ideas

Continued overleaf ➡



Blockbuster Amiga

With imagination, a rough idea of what can be achieved using an Amiga, and an awareness of the potential markets, anyone with a bit of savvy could end up producing their own videos for fun and profit. Read on and maybe you could be the next Tarantino

⬅ The first idea you should think about is, "What exactly do I want to achieve?" There's no point in engaging in the process of acquiring equipment without an overall goal to your labours. The goal could be as simple as entertaining your friends and family; as mercenary as earning money from filming weddings and parties; as racy as producing a pop video; as utilitarian as the creation of training packages and instructional videos; or as ambitious as trying to grab fifteen to twenty minutes worth of fame from the perfect video medium – television; don't forget that with the advent of cable television there will always be plenty of spare slots open for items of interest; who knows you might even be able to increase the profile of the Amiga.

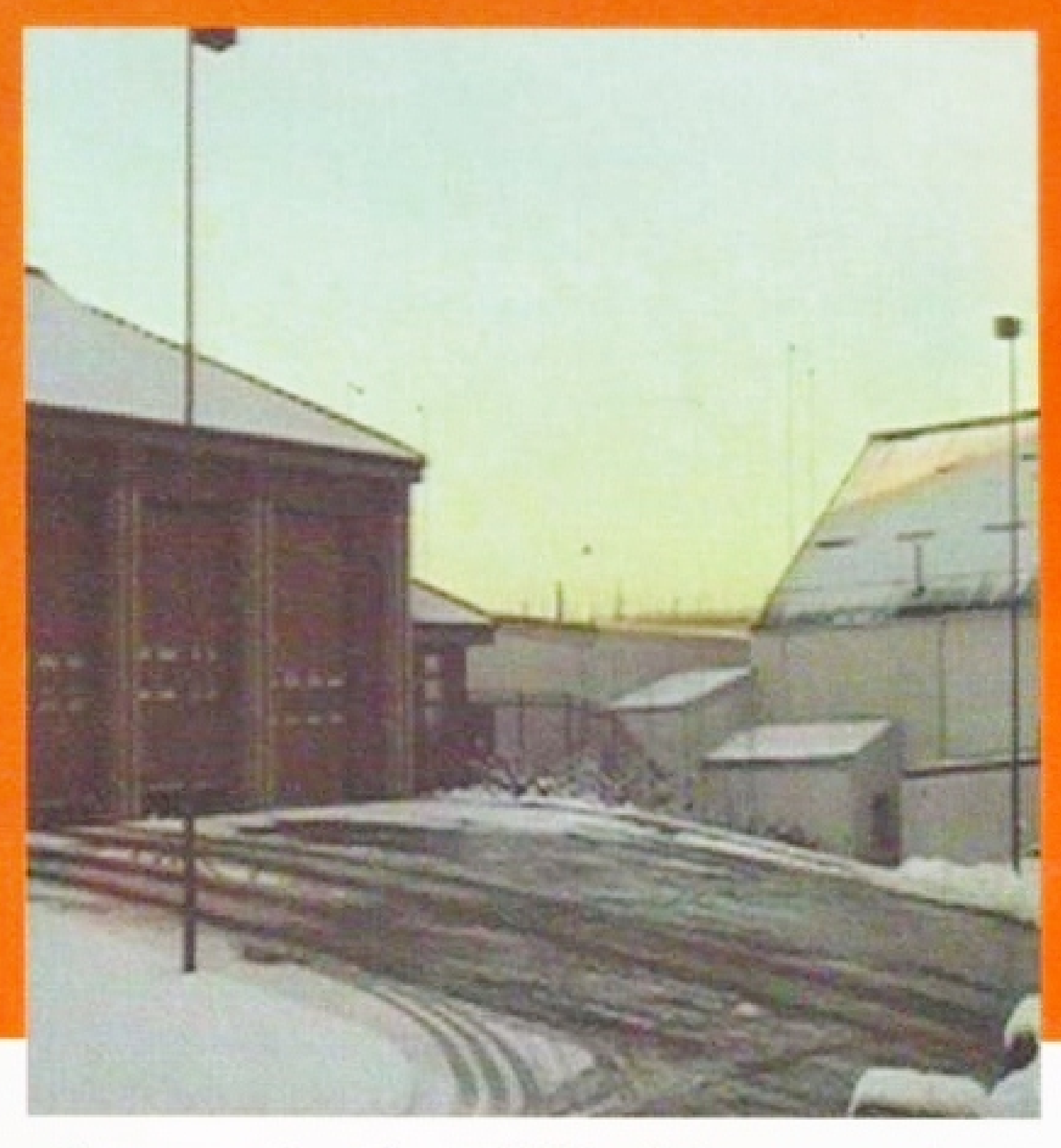
Whatever the aim, whatever the ambition, the first thing that the potential videographer should do is prioritise and ask themselves some realistic and searching questions: What am I good at? What am I interested in? How much money do I have to spend? How much time can I realistically set aside? How much should I learn? How much have I already learned? Do I know anyone I can help or anyone who can help me?

When these questions have been answered honestly and truthfully, it's time to pool your resources and look at what can be done with the equipment you have.

It used to be accepted as a norm that all that was needed to get into video was a genlock an Amiga and a video recorder. To a limited degree that's true. Amiga generated graphics and titles when used properly can add an air of authority and professionalism to any production.



Learning the vocabulary of video takes time. Here we use an establishing shot to tell viewers...



...where we are. From the establishing shot, we move on to what the site looks like now. Yep, it's a Fire Station.

But, to truly learn the art of telling a story through video, you have to be familiar with the narrative and protocol of the medium through editing – for it is in this vital area that an audience is bored or enthralled.

Every picture, every scene, has a natural lifetime before it becomes tiresome to the viewer. The secret of editing lies in the gauging of that time and cutting to another scene before the previous scene becomes terminal.

Everyone, even small children, are adept at reading video. We've all learned from a very young age to follow video narrative and protocols. If you took someone who'd never seen television or film before and showed them a scene where the camera showed a close up of a gun firing and then the scene cut to a body covered in blood lying on the floor they'd probably not make the assumption that the gun was responsible for the body. Whereas, we'd be hard pressed to even notice the cut we're so practised and conditioned in the language of video.

It's when you step back and begin looking at and analysing the mehcanisms involved that you can start to think in terms of writing in the language of video.

It's also in this field where a properly equipped Amiga can improve efficiency by decreasing the learning time and increasing the productivity time of the the eager editor.

SIMPLE

At it's simplest, video editing requires a video source and a video recorder. The footage you want the viewer to see is located on the video source and copied to the recorder. The recorder is then paused, the next piece of footage is



Video Editing hardware comes in many shapes and sizes. One of the most powerful editors on the market is the Videopilot pictured here.

THE THIRD PROTOCOL

In the world of consumer video there are two main methods of controlling video equipment. There's Sony's LANC system and Panasonic's 5/11 pin system. JVC also offers limited control over some of its equipment but not enough to be considered worthwhile here.

The LANC terminal is realised through a 2.5mm socket and serially transmits counter and time-code information. It also lets a suitably



This place is Ellerslie. A contender to the crown of William Wallace's (Braveheart) birthplace. Use video to stake your claim.



A frozen River Tay doesn't happen every day. This could easily be digitised and put on the net.

located on the source and recorded. In this way a collection of scenes is assembled to form your video.

Surprisingly enough, this method of editing is known as 'assemble' editing and it represents the least expensive and easiest method to learn.

To say that the Amiga can revolutionise traditional methods of assemble editing is to undermine its power. Coupled with a video editing system such as Hama's A-cut (*AF65* 80%) or KRP's Edit Plug (*AF79* 87%), the Amiga editor is given the power to chop, change, shorten, extend, cut, paste, and re-order scenes until they're perfectly satisfied with the results. In effect, it gives the editor as much power over video scenes specified in an Edit Decision List (EDL) as they would have manipulating words and paragraphs in a word processor.

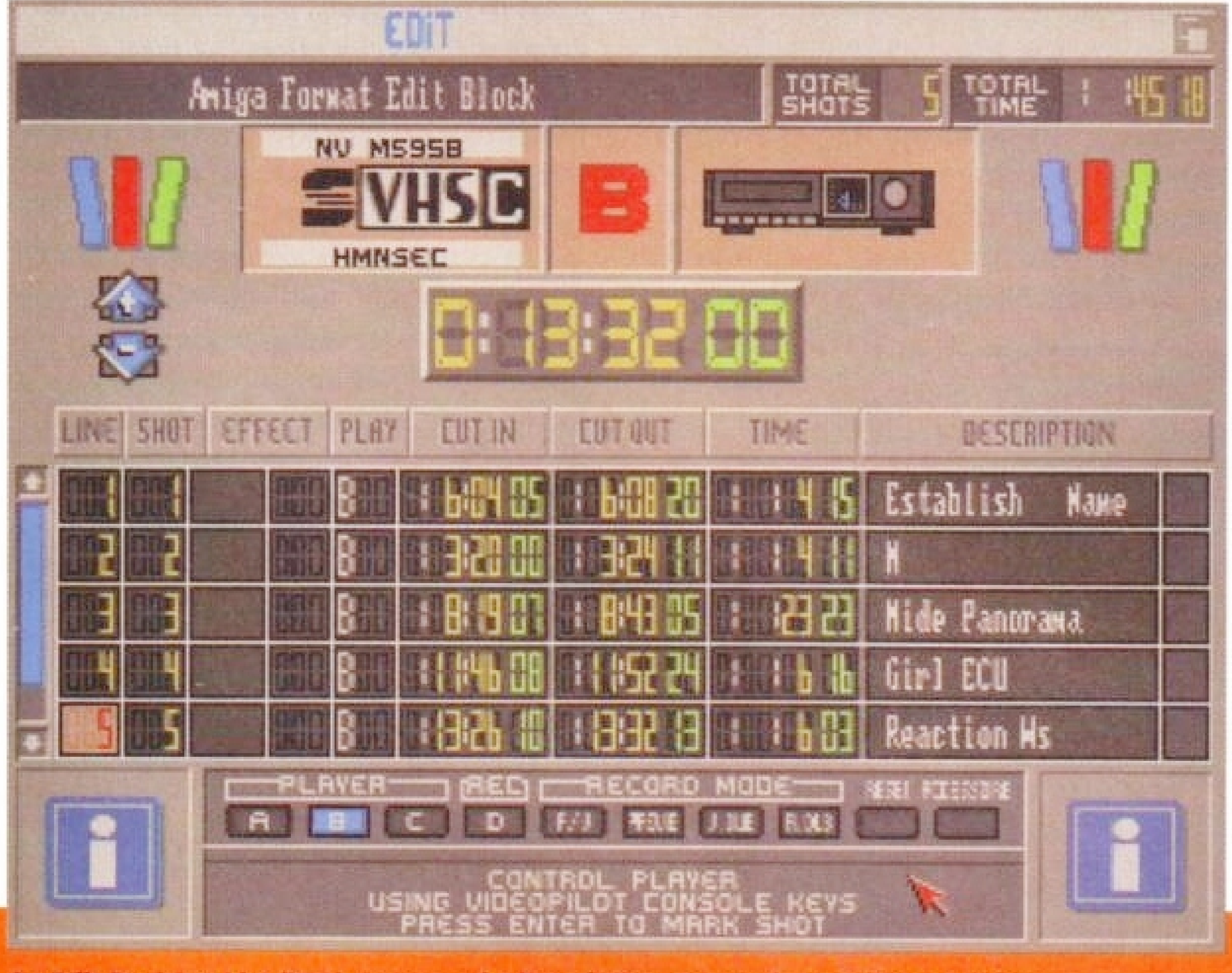
The drawback, in equipment terms at least, is the absolute requirement of the video source to have an edit terminal. This is a must have. Without an edit terminal, the Amiga won't be able to control the source deck and cue up the footage to be edited from the EDL. All is not lost though (checkout the Third Protocol box).

If frame accurate editing isn't needed, which in most cases it isn't, the recorder can be any video deck controllable by infra-red. All Amiga edit controllers currently on the market will learn the infra-red commands of your deck and replicate them when called upon by the EDL. In practice, all you need to get started on the way to fame is a camcorder with an edit terminal, an Amiga, an edit controller, and an ordinary video recorder. Anything you don't have in this list can be begged, borrowed, or stolen. So now there's no excuse not to put yourself and the Amiga on the map.

In the sixties there used to be a saying that all you needed to become famous was a guitar and a four track recorder. Nowadays, all you need is an Amiga and a camcorder.

Hopefully we've whetted your appetite for more. The video field is so large and diverse that to navigate a clear path without being distracted requires help and know how. We're going to be starting a new video section dedicated to equipment and software currently on the market. We'll kick off with a round up of camcorders and video decks with edit terminals. If there's space we'll also take a quick look at some of the more popular Amiga Edit Controllers around.

Continued overleaf ➡



An Edit Decision List (EDL) consists of a list of clips of in and out points of video footage. When executed the clips are assembled to form a new production.

equipped Amiga take control of all of the transport mechanisms of the deck. This means that the information specified in the EDL is executed exactly as specified.

Panasonic's system is virtually the same. It's just the method that's been chosen to execute it that differs. Using either a five or eleven pin din plug, the Amiga editor is again given control of the source deck's transport controls.

If your source deck doesn't have an edit terminal, all may not be lost. KRP offers a third protocol realised through a seven pin din socket.
So long as the deck in question has Hi-Fi stereo capability, KRP can fit their own control socket. The benefit of this system is that it works with SMPTE time-code and will give you edit accuracy to the frame.





The Desktop Backlot

As well as controlling edit decks and generating overlays, the Amiga is more than capable of generating complete video sequences of its own...

Perhaps the most important reason for using your computer in video work is that you can combine video footage with computer generated images. This is especially useful for projects such as video titling where computer-generated images can be used to enhance live action. However things needn't stop there as the Amiga can produce stunning graphics that are perfectly capable of standing on their own in a variety of video-related projects.

One of the best ways of creating eye-popping graphics is to use any of the excellent 3D rendering and raytracing packages available on the Amiga. However many people are put off by the misconception that you have to be some sort of mathematical genius to get into 3D rendering. The truth is, there are many good packages out there aimed at different levels of user.

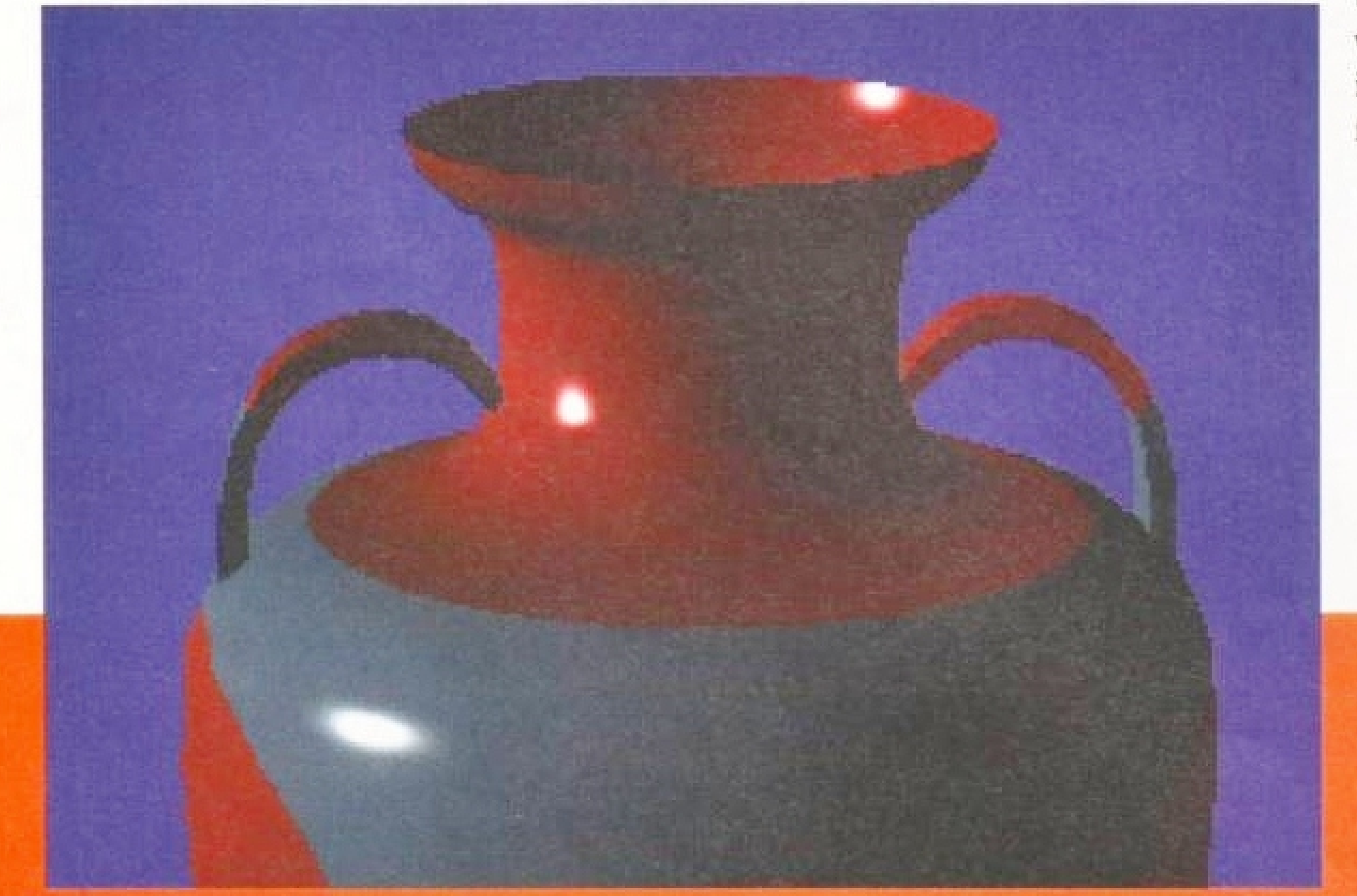
Whatever the degree of complexity of the program you use, 3D rendering systems have one major advantage – once an object is created it can be used time and time again from any angle. This is something that is impossible with 2-dimensional animation, where as soon as the viewer (or camera) is moved to a new angle a new frame has to created by the animator, rather than the computer.

So how does this mysterious process work and what are its uses in desktop video? The way in which 3D graphics programs work is actually quite simple – the animator creates his or her own environment, builds the models, inserts them into the environment and then choreographs their movements and the camera's movements.

While this is quite a simple process for the animator it is something of a major headache for the computer as it has to perform an incredible number of complicated calculations in order to turn a bunch of wireframe objects into realistic or fantastic images. The most popular, and usually the most realistic, way of doing this is to employ a method called ray-tracing which attempts to emulate the way in which our vision works in the real world. It does this by computing hypothetical rays of light, from the objects in the scene, to your eye (or camera).

This method has both advantages and disadvantages. The prime advantage is that images appear more life-like and more substantial, as all the light-sourcing and subsequent shading is taken care of for you by the computer. Unfortunately this means that to get a really good image you still need to understand how different little arrangements can effect the final image. Not to mention how the different materials will render which will depend on their transparency, index of refraction and specularity.

This really isn't as complicated as it might first sound and you will be amazed at just how much the average person intuitively understands about the way that such things work. However, it would be a lie to say that such things



LIGHTWAVE 3D

LightWave is fast becoming one of the most popular rendering programs on any platform and the cinematic approach it takes to animation, with traditional camera and lighting arrangements, make it the ideal choice for anyone who is involved in video work. The interface is so well-designed that even people who have never used a 3D program before can very often find themselves producing quality animations surprisingly quickly.

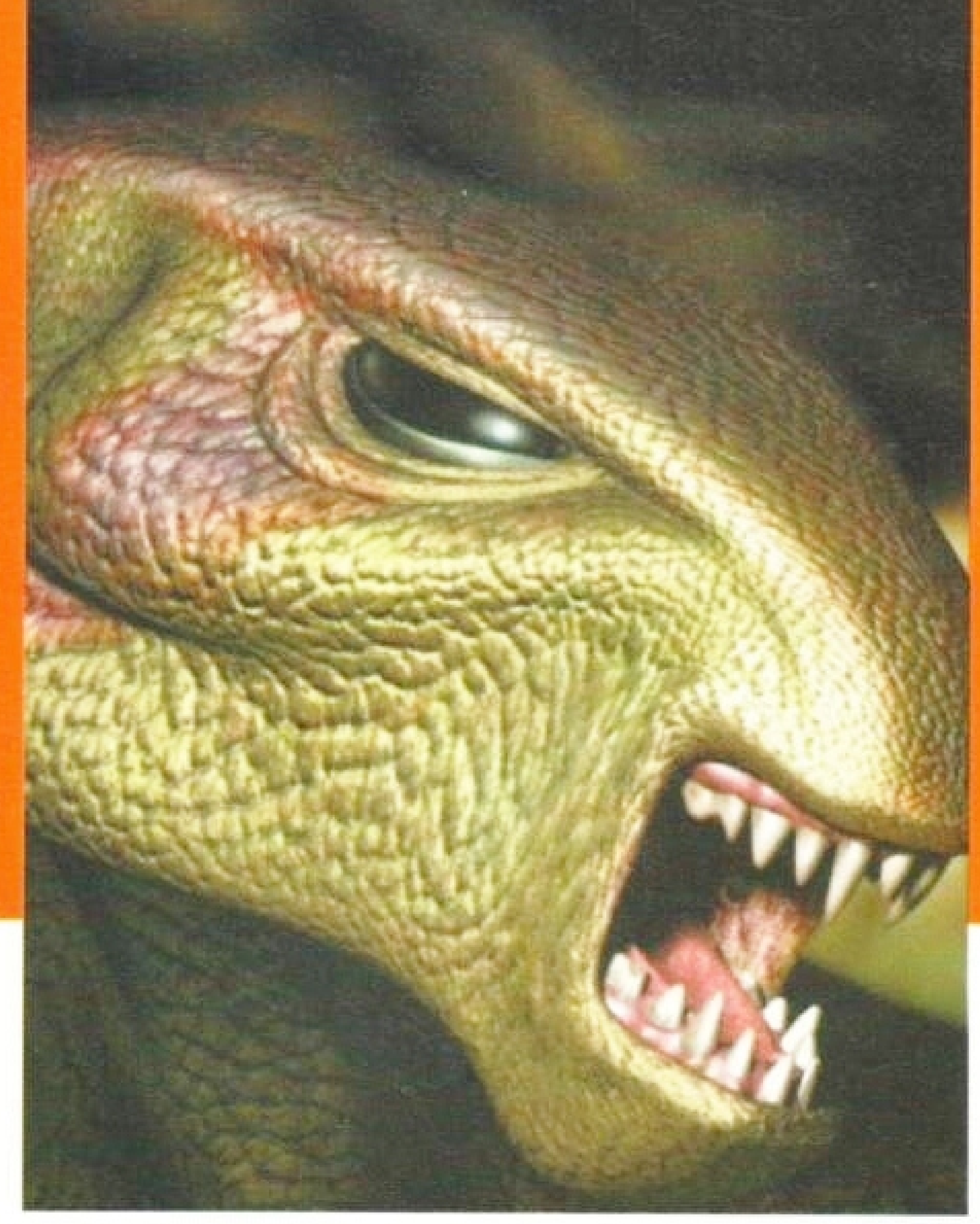
This is the ideal choice for someone who wants to get into animation quickly at a professional level, as it is ideal for creating flying-logo and space animations. It is a little pricey, but you should make up for that in the time you will save.



REAL 3D 3

Although not as popular as *LightWave*, *Real 3D* can be described as the powerhouse of Amiga rendering systems. With features like; inverse kinematics, a huge range of primitives, good spline patch tools, excellent Boolean operators, shrink-wrapping which can deform objects with other objects, a powerful particle system and collision detection, it is easy to see why.

While it may not be as easy to pick up as *LightWave*, an experienced *Real 3D*-user is able to create a working environment tailored to their needs and working methods.





Above: Most rendering software accurately recreates real world properties.



Above: Raytracing really comes into it's own for space and science fiction sequences like this.

Left: rendered sequences can be actually more realistic than real footage – imagine the make-up bill for this lot...

If you can't tell the difference between reality and render in a still, you won't be able to do it at 25 frames a second.

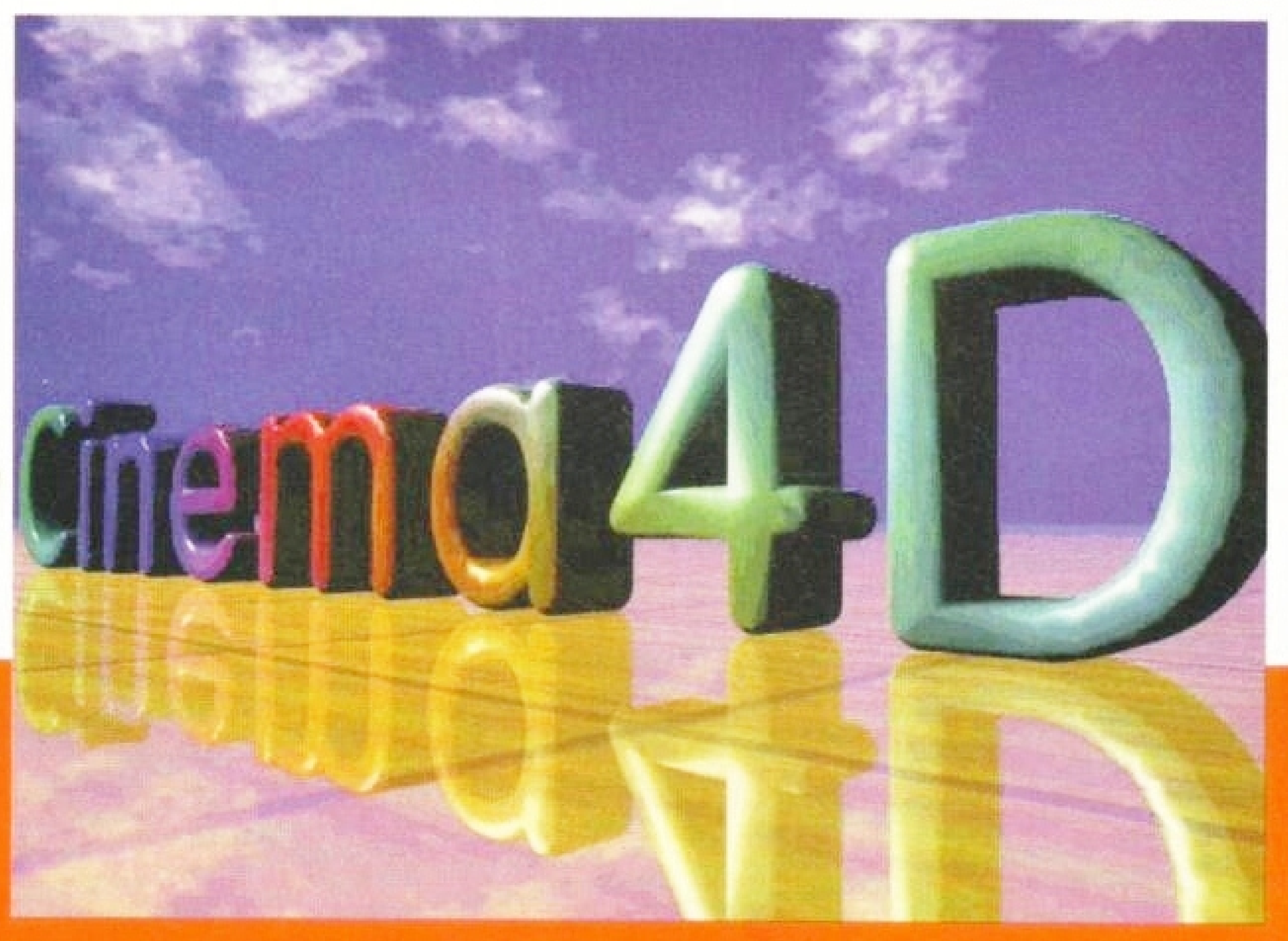
were simple and that it doesn't take time to learn how to use these programs effectively. Despite the effort it takes, the rewards are definitely worth it and can open up a host of areas in video and graphics work.

Some of the most spectacular uses of 3D graphics can be found in the film and TV industries which have both been revolutionised in recent years by the advent of realistic and affordable computer imagery. As well as opening the way for films like the Lawnmower Man and Virtuosity it has provided directors with the perfect tool for deceiving the eyes of the movie-going public. TV series like Babylon 5, SeaQuest and Robocop have also benefited from affordable computer graphics as it is possible for them to contain more action sequences. Before, creating huge space battle sequences would involve the mass destruction of expensive models which then had to be rebuilt for the next episode. With computer graphics a spacecraft can be destroyed by alien death-rays as many times as you want and still re-appear without the need to build a new model.

While these applications of computer graphics may seem to be only available to the big boys, like Foundation Imaging and Amblin Imaging, the same techniques can be put to far more humble uses. If you are going to get a foothold in the world of video one of the best starting points is the generation of flying logo animations (animations featuring corporate logos flying around the screen). These are surprisingly easy to put together with the right rendering package and are usually in high demand.

Another technique that involves 3D graphics is rotoscoping, which is the term for mixing live action with computer- generated images, such as huge robots stomping through cities or even irritating toothpaste adverts that feature flying computer displays. This is a technique that is supported by most 3D programs and something that can be quite effective if done properly.

The list of uses that 3D rendering systems can be put to in desktop video could go on and on. Although it may take some hard work initially this is one of the most exciting areas of creative computing and the rewards are well worth the effort. Who knows, you could even be the next Ron Thornton or Lee Stranahan!



CINEMA 4D

Despite being one of the cheapest 3D rendering systems around *Cinema 4D* is not short on features. Some of its many tools include a fractal landscape generator, a ready-made humanoid figure, several deformation methods, a simple animation system, several primitives and blisteringly fast rendering routines.

Despite all these features *Cinema 4D* is still a joy to use as it has one of the most intuitive and configurable interfaces around. This program is the ideal starting point for getting into 3D graphics on a tight budget.



PLEASE NOTE due to last minute changes, the page numbers intentionally skip from 25 to 34. Sorry for the confusion.



AMIGA FORMAT SCREEN PLAY



Steve McGill

Top news this month is that Team 17's Amiga version of *Worms* is set to surpass the 50,000 sales mark. It's welcome news to us and should silence those detractors who have forgotten what it's like to actually enjoy playing a computer game

On the more serious side, *Worms* is a prime example of the selling power of strong Amiga games. Most importantly, it's also an excellent showcase of how development costs can be kept low and profits high without passing the burden onto the consumer.

The Amiga is one of the few systems left that can be developed on without having to pay a ridiculously extortionate licence fee to the hardware manufacturer.

It might sound as if I'm being Xenophobic, but it seems mighty strange that the guiltiest parties of this restrictive practice are Japanese; Sega, Nintendo, and Sony.

Not only are the developers for these systems being ripped off and put out of business, more importantly, so are the customers. Imagine if video recorder manufacturers had final approval over the content of what could be played on their machine. There'd be an outcry. Support creative freedom. Support creative independence. Support Amiga games.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+% **The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.**

80-89% **These games are very good, but due to minor flaws are not the finest examples of their genre.**

70-79% **Good games which are worth buying, especially if you have a special interest in a game type.**

60-69% **Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.**

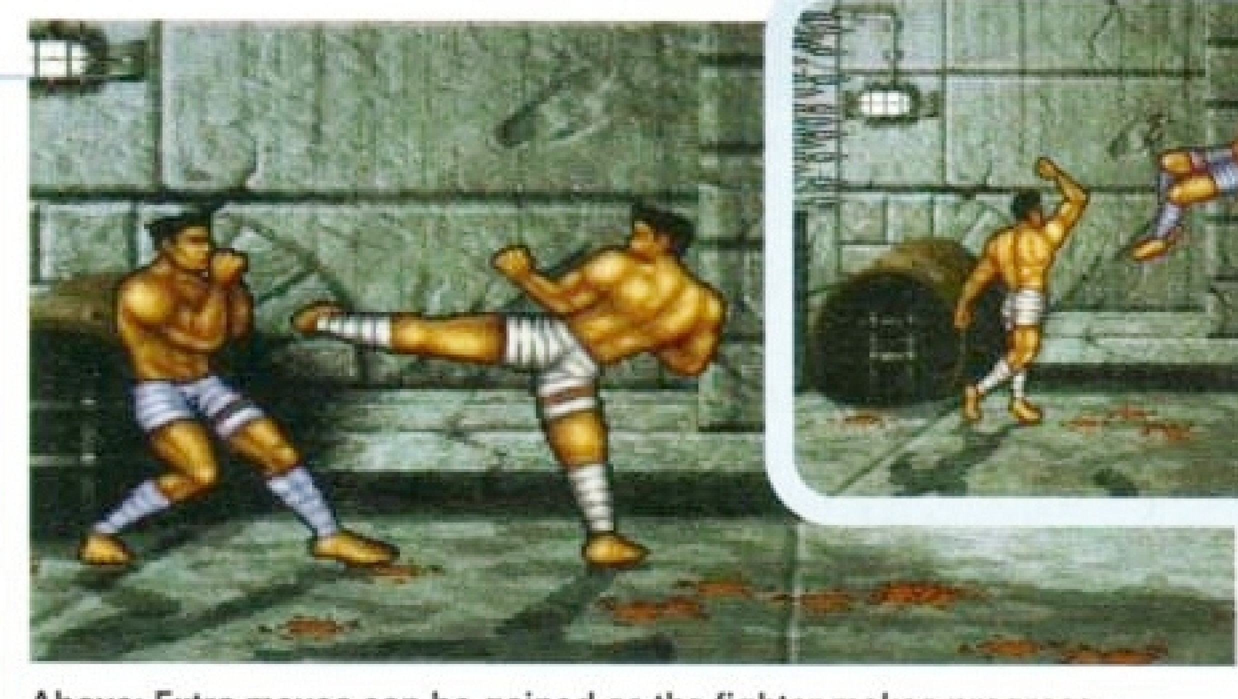
50-59% **Below average games which are unlikely to impress your mates or your wallet. Avoid.**

40-49% **Overwhelmingly poor quality games with major flaws and appaling gameplay.**

Less than 40% **The absolute pits.**

Previews

Steve McGill takes a look at what's up and coming in the games



Above: Extra moves can be gained as the fighter makes progress.

Top left: What a downer, you've just been hit by an upper cut.

Above: Aga doo doo doo, push pineapple shake a tree.

CAPITAL PUNISHMENT

AGA Amigas ■ Pxl Computers ■ Canada

Yep. We know. Beat-em-ups are the least favourite genre of Amiga Format readers. Probably explains why there haven't been many releases. Not counting *Streetfighter II, Shadow Fighter, Mortal Kombat 2, Shaq-Fu, Body Blows, Elf Mania, Rise of the Robots*, and *Dangerous Streets* of course. Er.

Anyway, if games were to be marked for their pre-release hype coupled with the enthusiasm of those directly involved in the project, *Capital Punishment* would earn a pre-emptive Format Gold plus some.

For *Capital Punishment* has been proclaimed as the ultimate videogame. Bear in mind we're talking about a beat-em-up with a cliched plotline here; you know the kind of thing.

One thing for sure though is that the game is technically accomplished and makes clever use of the AGA chipset to boot. The backgrounds use inventive lighting effects that cast the shadow of the fighting protagonists on the ground and the walls. The shadows even appear to flow over steps and other objects.

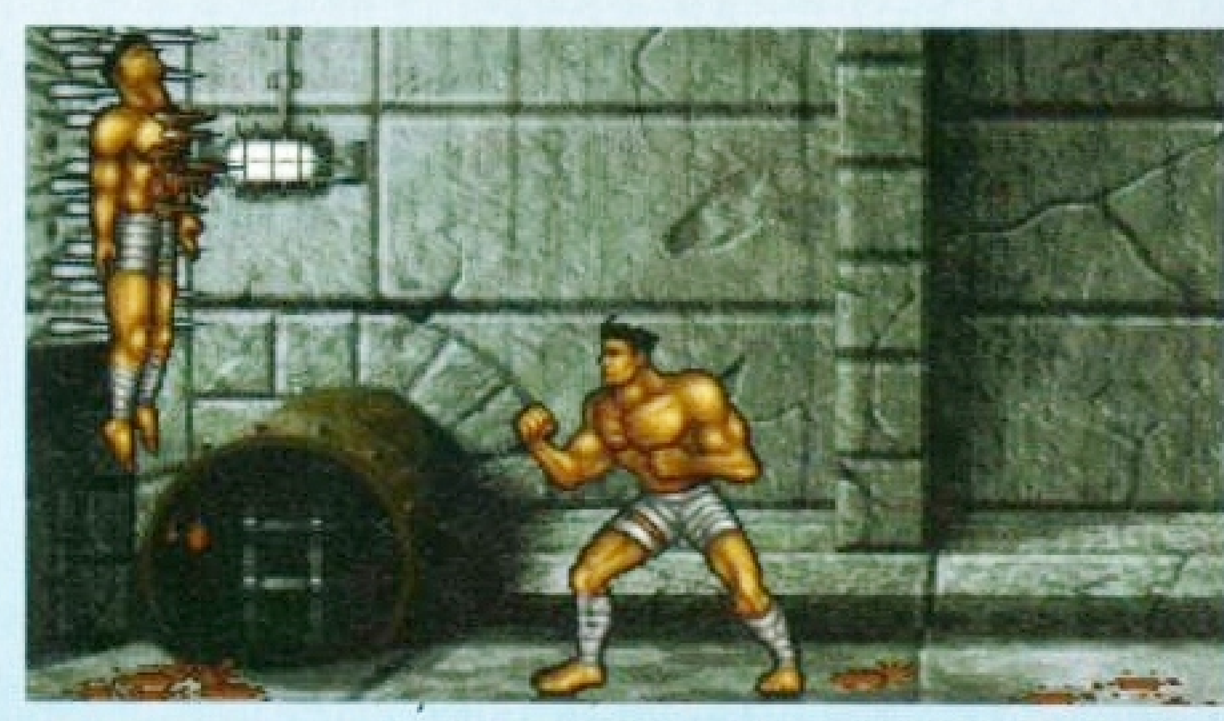
Demonstrated at the World of Amiga Show held in Toronto recently (8-10 Dec95), the showgoers were treated to 256 colour backgrounds, a specially developed bob routine (responsible for the unfeasibly large and beautifully drawn characters) and collision detection that takes place over four different zones of the fighter's body to "maximise the combat experience".

We can report from the demo we took a look at that everything played very smoothly and Nick Veitch was particularly taken by the lighting, "I can't work out how they've done that, but it's very clever", he said.

We can imagine that one of the characters will undergo a change before the full game is released. That's right, Pxl computers have opted to have a bare breasted woman in bondage gear carrying a whip as one of the characters.

Personally I couldn't give a fig – free country, freedom of speech, just not done nowadays – what image they use to convey their characters. But I can see the PC crowd having a field day with such a brazenly sexist image to work over. As such, the character could adversely affect the chances of the game being distributed to retail outlets in the high street. And that's bad.

If everything runs according to plan, *Capital Punishment* will be hitting the streets mid-late January.



Talk about not getting the point. In case you missed it, hit the guy hard enough and he'll end up on the spikes.

Continued overleaf ➡



In an extreme case, you could consider that the potential saviour of the guy going mad is suffering from xenophobia, in that everything has to be terminated with extreme prejudice.



Atrophy promises AGA hardware tricks never seen before on the Amiga.



The black background adds to the feeling of claustrophobia.

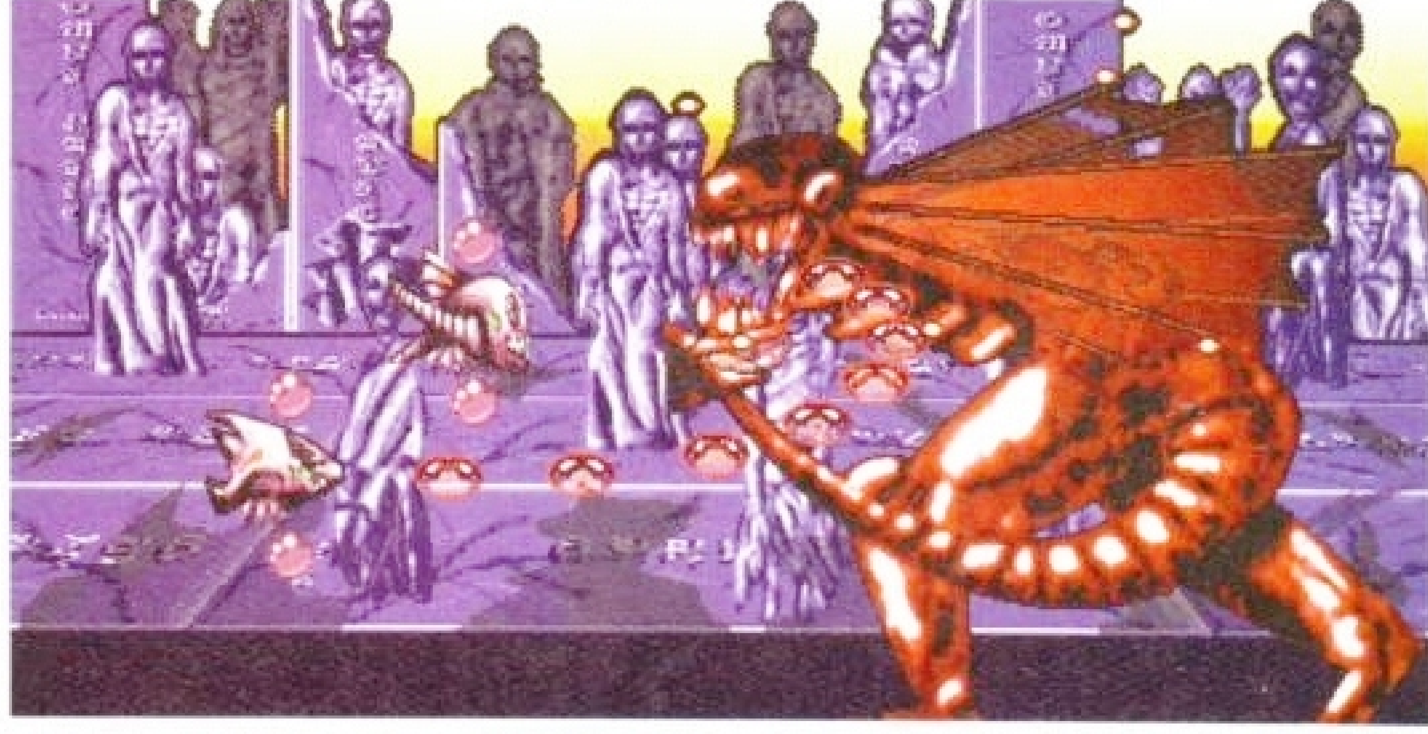
← ATROPHY

Intersect Development ■ OTM ■ 01827 312 302

There are qualifiers for a shoot-em-up, and there are qualifiers for a shoot-em-up. *Atrophy* has a reasonably surreal qualifier which, despite hinting at illegal leisure pursuits by the programmers, gives the plot line all the credibility of something that's not really credible at all.

Atrophy is an A1200 shoot-em-up with a plotline that reads something like The Fantastic Voyage meets R-Type on acid, gets frisky, has a child by the name of *Atrophy* and makes an appearance on the A1200. Raquel Welch, sadly, doesn't make her presence felt. But, as if by way of compensation, several AGA hardware tricks never seen before do – Intersect have developed an interchangeable engine which should spawn five different games over the period of the year.

Atrophy takes place inside the slowly disintegrating head of some mega-important geezer. ➡



Aside from end of level bosses on each level, there will also be mid-level bosses and surprise bosses. That's a lot of bosses.



The art of combining driving skills with prejudice should be tested to the limit.

STREET RACER

A1200 ■ Ubi Soft ■ 0181 343 9055

You know good things are afoot when a respected software house like Ubi Soft get real, re-appraise the market, and look in the general direction of the Amiga to release games on.

Street Racer was a highly successful rolicking good racing game on the Mega Drive that relied on characterisation and sub-games to save it from the charge of *Mario Kart* rip-off.

The premise of the game is basically the same; race against computer and human opponents over varying track terrains and try to win. Winning can be achieved by fair means or foul. There are several weapons and power ups to be picked up and utilised in the process of the race and their use can make all the difference to the outcome.

Just when you thought it was safe to cross the road, there's also a couple of sub-games which add interest to injury; the first of these is a football based game which not only witnesses opponents pairing off to take each other on at the beautiful game, but you'll also be able to dribble, lob and bend the ball - adding to the skill of the game.



These screenshots are from the Mega Drive.



The screen splitting option will be handy for taking on your mates.

The second of the sub-games is similar to *Destruction Derby*. The player finds himself in a large arena where the point of the game is to bump and bash all of the other cars as violently as possible.

Like the Megadrive version, the screen will split four ways allowing four people to play. It's still not clear whether a link option will be included.

The conversion is going to be carried out by members of the same team responsible for the classic *First* and *Second Samurai*. If the flavour of the gameplay inherent in both these games is anything to go by, then *Street Racer* might just be the surprise release of the year.

It should have been out by now, so start worrying around the middle of February if it hasn't made an appearance by then.



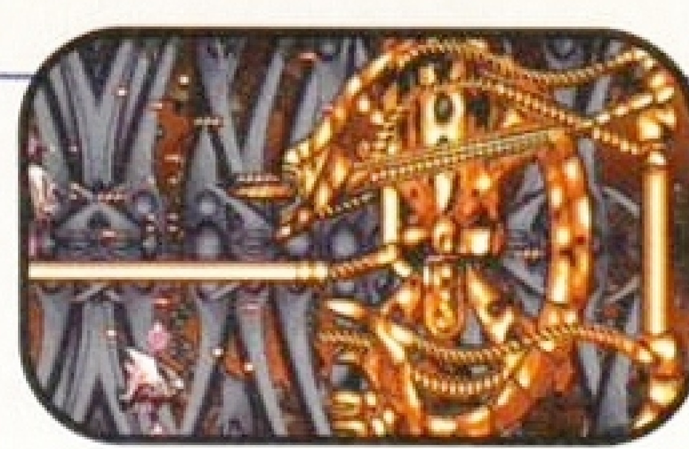
24 Levels means a lot of variety.

The player has to save his sanity by completing six huge levels, with each level being based on a madness inducing phobia such as hydrophobia and agoraphobia.

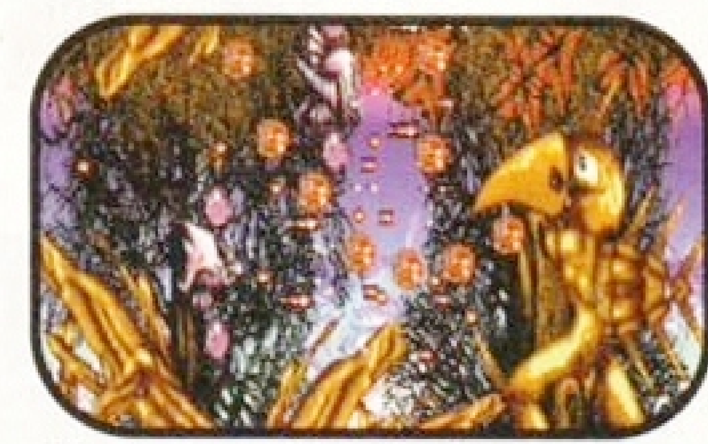
Unlike more conventional shoot-em-up's, attack patterns of the baddies aren't always predictable, "things start easy, but later, we throw things in like random aliens." Intersect feel that the player should only be able to complete the game using skill and not have to rely on feeble mechanisms such as continues to plod their way through the game.

It's based on seminal classic, *Nemesis*, and will feature weapon shops where, if the player's been sharp enough he can buy extra weapons. Unlike shoot-em-ups such as *Project-X*, weapons that are picked up throughout the game stay with the ship throughout their natural lifetime. This means that if you have a favourite weapon, or there's a weapon that's particularly effective at taking out a baddie, it can be resorted to when and if needed. Hurrah.

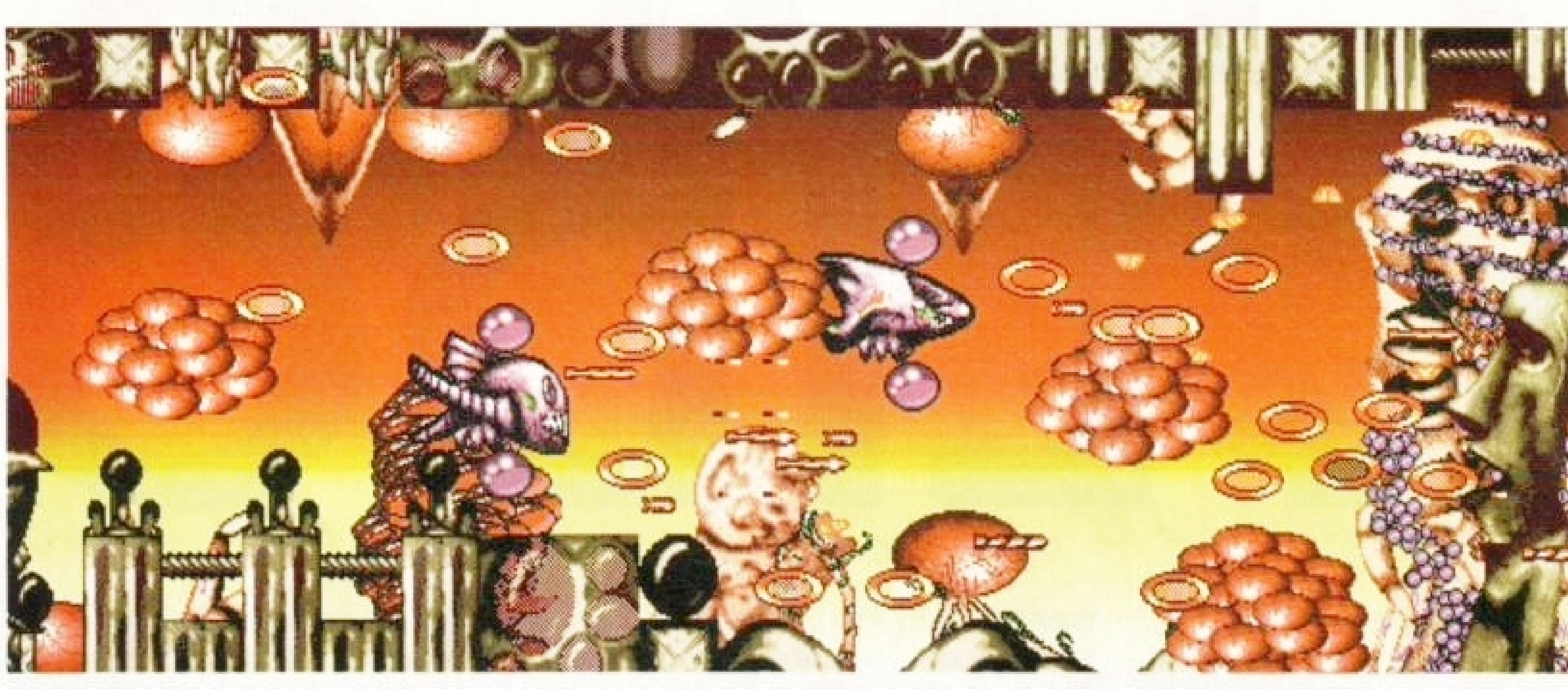
Atrophy should be hitting the shops in late January. AF


Weapons can be held on to.


Weapons can be bought.


Weapons can kill the bad guys.


Hurrah for weapons.


A smorgasbord of colour should delight all of those shooters who like to tune their aesthetic appreciation through Amiga games.

Imagine *Theme Park* set on a beach and a promenade. You've got a million quid to make a success of things. Steve McGill checked it out.



HILLSEA LIDO

Try to imagine a stripped down version of *Theme Park* that bases its gameplay on a micro-consumerist model of inter-relational market dynamics, psychological profiling, and capital investment.

If you imagined Vulcan's *Hillsea Lido* that way, then you'd probably think the game was just about as boring as the financial section of the Sunday Times.

In a way, you'd be half right. Despite having harnessed and tethered that all important addiction element, *Hillsea Lido* suffers from some mundanely repetitive mechanics that drive the player to distraction.

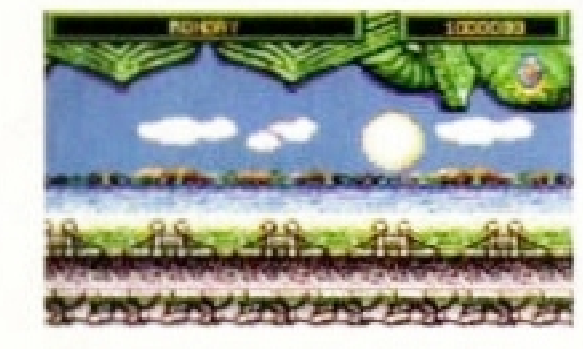
Yet, curiously, due to the purpose of the game, this doesn't interfere too much with the overriding desire to make more money and increase the size of your beach.

You start the game with £1 million pounds and a 20 metre stretch of beach and promenade. The aim of the game is to attract as many punters as

ROLL 'EM IN

The real money get's made on the promenade. Tempt punters with these.




Monday's are never very much fun. Start building now.

you can to your stretch of beach, have them spend money on your beach attractions and promenade shops, and eventually branch out and buy more beach until you've got a stretch longer than the Golden Mile.

There's more to it than that of course. Facilities have to be provided to keep the punters happy and, in a similar vein to *Theme Park*, different customers have different preferences and tolerances; in the game these are referred to as the punter's fussiness.

It's the player's ability to harness and exploit these varying tastes, preferences and tolerances that seperates the entrepreneurial from the Big Issue vendors.

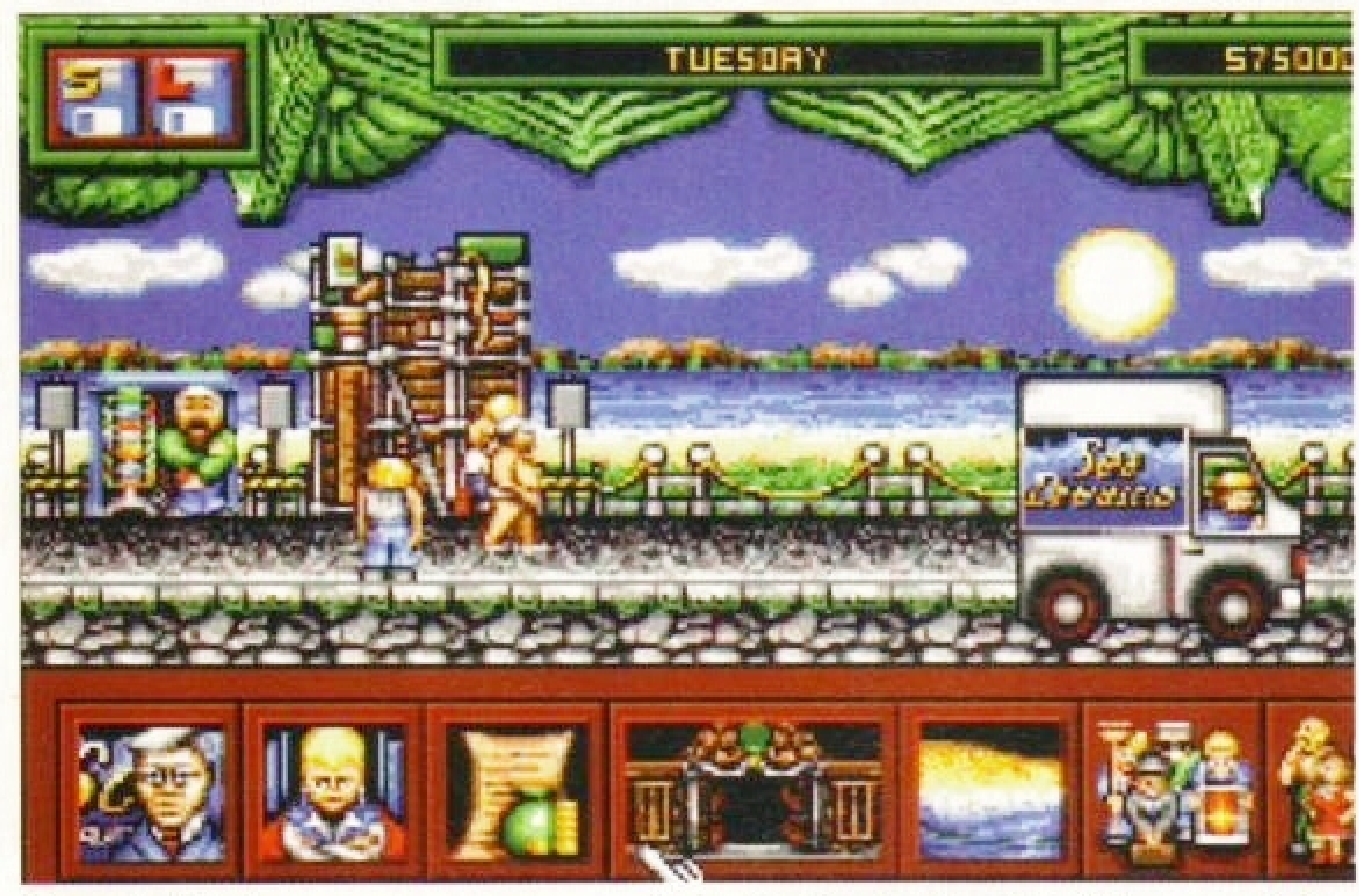
While I found it hard to actually lose money, I did, after an extended session of play, note that I had reached a zenith of consumer numbers visiting my beach. The numbers dropped slowly but surely week in, week out, yet I was still managing to expand albeit more slowly than I could have.

That's the beauty of *Hillsea Lido*, despite the regimented tediousness of some the regular procedures such as stocking and maintaining shops, ensuring beach and promenade cleanliness, it's basically challenging your sense of fiscal efficiency.

If you feel the need to release the megalomanical shark within, give *Hillsea Lido* the once over, despite my reservations on its repetitiveness, it really is a tidy little game.



Orange juice on a hot day always goes down well.



Shops don't just appear as soon as you want. Construction time has to be taken account of. Don't forget to add decoration and accoutriments. They help keep the punters happy.

HILLSEA LIDO

Publisher
Vulcan Software

Price
£12.95

Versions
A500/600/1200

System requirements
1MB min

Release date
Out Now

Graphics — 7 out of 10
Charming and twee in the inimitable style of Vulcan Software.

Sound — 7 out of 10
Doesn't really rely on sound, what's there is pleasant enough.

Addiction — 8 out of 10
Despite the tedious aspects, it's worryingly compulsive.

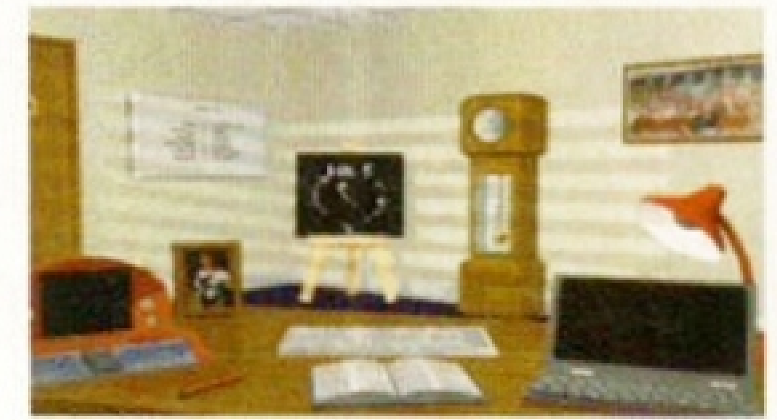
Playability — 6 out of 10
Constant clicking can get irksome.

Overall verdict
A charming, cute and quirky little game which can easily consume too much time.

71%



Anco have called extra time for one of the Amiga's best football management sims. David Taylor sorts his team out.


My office. Very similar to my real one. Honest.

Player Manager


Time to stop relaxing in the sun and get some fixtures organised.



The Squad in all its glory. My boys are fighting hard and have caused a few upsets



The stadium has had a few renovations since last time, but stays largely the same.

Real Players, Real Teams, Real Stats. So boasts the box, but frankly I don't care because in every management sim I've ever played, one training session with my coach is normally enough to reduce a Cantona to a Can't-ona. The attraction of having real players is certainly worthwhile for some, but I'm more interested in how the game plays. And this one plays very well.

As with every section of the game, the start is fronted by a lovely rendered scene. You're relaxing by the beach, but by your side are a laptop and mobile phone. Time to end the holiday and arrange some friendlies and sponsorship. Up to four humans can compete in the league against the other teams and each other.

There are three skill levels: normal, easy and very easy. Before you start to get anywhere in the proper level, expect a few votes of no-confidence in the other levels, because you have to really work at the game to succeed. Oddly (and thankfully) though, despite the complexity of the game, the balance between "realism" and playability has been maintained. There are all the options you want from a simulation game of this type, but accessing them and more importantly understanding what they are for, could hardly have been made easier.

Each area is represented by a picture from which you choose the action. So to sort out the coaching, you go to the training room and click on the bloke with the track suit on. (There are actually three and each one controls a different area of training, such as the individual skills training or the group training sessions.) This is one of the areas that has been given a face lift since the original *Player Manager 2* (can you say that – an original sequel?)

Once you have ordered the training and maybe started some ground improvements, you can select the squad from your office and choose the formation to be used. Rather stupidly you can only have four formations available to you at one time, which means trashing a formation and loading another from disk if you want to change, which seems unnecessary.

With these formalities out of the way, you can go to the boot room for the match itself. Alan Hansen can give you a pre-match prediction and you then choose how to watch the game. There are all the old options but there's also an additional option of watching the highlights – shown as a set of four stills. For my money, this is actually the best way of watching the match. It's more interesting than the pure text view and more watchable than the fast scanner. Although you get used to the pictures after a while, you can still be kept on the edge of your seat waiting to see if your boys can pull it off.

The option to play the game yourself (hence the title *Player Manager*) adds some fun to the game, but as it's not in the same league as *SWOS* for playability, you won't feel the urge to play every match. This game is much more tailored to management sim fans who wouldn't mind playing the odd game.

After the match, the Anco Times will report on the proceedings and you can check out your ratings: managerial, financial and the game attendances. The computer calculates



The new highlights are my firm favourite, although here the opposition have just gone one up.



It's match day and time to decide how I'll watch the game.


These guys are in charge of improving the team? Oh brother.

2 Extra

the results from the other matches and also does the "Managers wheeling and dealing" (sorting out transfers and loans). This actually takes a minute or two, even on an accelerated A1200.

Which brings me to another gripe. The game comes on four disks and can only be played from floppy. As this is an A1200 only game and many people have RAM expansions or accelerators, I would have thought that the game should make some system analysis and use any extra RAM to cut down disk swapping. It doesn't, which means that owners with one floppy drive have quite a bit of swapping. This doesn't make the game unplayable, even on just one drive, but a little consideration would have been nice.

Also, there is no option to format a save game disk within the game. So, you must make sure you've formatted a disk beforehand or you're stuck.

Considering some of the terrible management sims that have been inflicted on us, this new version of *Player Manager 2* builds on the strengths of a good game and results in an even better one. It's addictive and slickly presented and if you were tempted by the original but resisted, then I recommend you give in this time, because it's a lot of fun and has the staying power to keep you playing for quite some time. Even when you keep getting beaten and sacked and beaten again you want to come back for more.

PLAYER MANAGER 2 EXTRA

Publisher
Anco 01322 292513

Price
£24.99

Versions
A1200

System requirements
A1200

Release date
Out now

Graphics 9 out of 10
Very attractive with the exception of the arcade bits.

Sound 1 out of 10
What sound? The "roar" of the crowd?

Addiction 9 out of 10
I'm hooked. My other footie sims have been relegated.

Playability 8 out of 10
Very playable, although the actual "Player" part is still lacking.

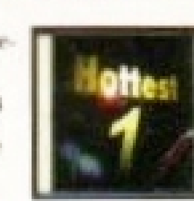
Overall verdict
A full game packed with features, yet remarkably easy to play.

86%

Hottest 1, 2, 3 & 6 Set

CODE: CD240 **PRICE: £29.99**

More than 2,400Mb of Software from PDSoft's main library.



The Public Domain and shareware software on this disc dates from **Jan 1988** to **Dec 1995**. That's our first 3 cdrom disks (not released before) and our latest release for less than a commercial game would cost.

All the disks have been packed with DMS to retain the original disk format and contents and it comes complete with an easy to use menu system.

The CD's Contain some of the best and most original Amiga Mega Demos, Games etc you will ever see. I have selected a few for you to take a look at and they are as follows:-

A sample of what's on Hottest 1

* Acieed! (Sonix House) * The Knight Anim
* Stack & The X-Men * Fashionating
* Tech Tech (Sodan) * Software oF Sweden
* Listern to the Future * Silent Mega Demo II
* Force 242 Music * Newtek Demo Real
* Robbed Beats (RSI) * Probe Animation
* Walker Anim (1Mb) * Luxo Teenager Anim
* Walker Anim II (1Mb) * CBM 64 Music
* Psychoball (Kefrens) * Salamander Collect
* Exodus Jumping Tiger * Quiet Riot Helloween
* Nasa Graphics* Prog Animation
* Star Trek Animation * Sword of Sodan
* 'The Dolle Demo' * Middle East Mania
* Deadly Jammin II * Plasma Force Acid
* It Came from Desert * Fiendish Freddys
* Kylie Minogue * Horror Show Anims
* Freddy Krugar Sample * Batdance Sounds
* Crusaders Freekd Out! * Joe of Scoopex Pics
* Operation Thunderbolt * Forgotten Realms
* Sound Tracker Jukes * CBM A500 Official
* The Jugler Animation * Cool Cougar Anims
* Crusaders Experiment * Newtek Demo Real III
* Dragons Lair II Anims * Dual Crew
* Sonixs Extravaganza * X-Copy (Silents)
* Frantic Freddy * Fraxxion Horror
* Mental Hangover * Vocal Attack II
* Esc Singes Castle * Get It up
* Puggs in Space Anim * Run Anim Sculpt 3d
* Yvyvan Tumb Mega * Divine Visions Pics
* Badge Killer Contest * Zeus Animation
* Tls Wheres The Base * Miami Vice Theme
* Crocketts Theme * 100 Origial C64
* Vocal Attack * Patrol Boat Anims
* Cronics 'Neverwhere' * Rebels Candyland
* Evil Dead II * PMC Fractal Anims
* Clothes Peg Anims * Bee Animation
* Space Shuttl Anims * Aliens Mega Sample
* Hury Animation * Christmas Music
* Total Retrial * Total Restyle
* Total Respray * Total Recount
* Total Rebate * Heytris
* Viz Slideshow * Station at Khern
* The C64 Picture Show * Club Mix II
* Club Mix (Beatmaster) * House Samples II
* House Samples I * 808 State Remixes
* House Samples III * Magnetic Beats III
* The Batdance Remix * Banging Raves (1st)
* All New Star Trek * 1990 Best Demos!
* D-Mob Music 4 * Thanet Soundtracker
* Basketball Animation * Asteroids Animation
* Chip Music Festival.

A sample of what's on Hottest 2

* Budbrain II * Sleepin Bag (Horizon)
* Medley Relation * A mazing Tunes II
* Fantasy Space II * U.S.A. VS IRAQ
* Lost In Space (2MB) * Juggler II Anim 2Mb
* Agatron Animations * At The Movies (2MB)
* Walker Demo (2MB) * The Wall (Kefrens)
* Total Recall * Nightmare Slideshow
* Blues Brothers * Star Trek (T:N:G)
* Spherical Dreams * Musical Massacre
* 900 Mix (Oxygen) * Unlimited Bobs
* Voices of Energy * Sweet (Crusaders)
* Ultimate Star Trek * Mechlight
* Star Trekkin * Coyote Strikes Back
* Walker Demo II * Hot Wired Crusaders
* Mars Animation * 2nd (Scoopex)
* Best of Raf Vol.1 * Vocal Attack III
* Red Dwarf Slides * Silents Blues House
* Star Trek American * Spaced Out Vol.1
* Play With Madness * Enigma Phenomena
* Zoom (Pixelium) * I Love Technology
* Crusaders Sheet * 3 Player Tetris
* Spaced Out Vol. II * Newtek Digiview
* Anti Lemmins Anims * Dating Game Anim
* Llamatron Jeff Minter * Ice By Silents
* 1500 Upgrade Anim * Squamble
* Coyote II: Road Test * Super Twintris
* Shuttle Cock Anim * Terminal Anims
* KLF 3am External * The Equalizer
* Tech by Shining 8 * Jumping Jackson
* Music Dream 2 * Melted Experience
* Crystal Symphonies * Truckin on
* Encycz Music Vol.1 * Air Warrior
* Thing By The Rebels * Devils 'No Reality'
* Ray of Hope II * Subliminal Vision
* Guardian Dragon

A sample of what's on Hottest 3

* Agility Anim * Sickness Simulator
* Marble Slide * Jetman v1.1
* Jeopardy (Risk!) * Vietnam Conflict
* Sea Lance Game * Ibb 'Mangad!'
* Xenomorph * Sonic Boom - Jester
* Star Deck Music * Star Trek Demo
* Xenon III * Wizard Domain
* Automated Light Anim * Learn in Space
* Landing Sequence * Knight Moves
* 1000 Wasted Dreams * Buzzed
* Death by Stereo * Astronomy Slides
* Fractale Mountains * Gulf War Conflict
* Nakkisormis * Amos Multi Paint
* The Chips are Up * Ethos Game (WB)
* Battle of Britain (WB) * Dungeon of Nadroj
* Grapevine 17 (LSD) * Play Sid v2.0 Songs
* Unknown Territory * Trackmo (Redmex)
* The Beast Simulator * Napolenic War Sim 5
* Strategic Games * Mind Games
* Star Trek: Tng Trivia * Sword of the Warlock
* Cult T.V Episodes VI * Royal Boulderdash
* Odyssey by Alcatraz * Seeing is Believing
* Hardwired (Crionics) * Black Jack Lab
* Backgammon * Card Sharp
* Subattack v1.0 * Diplomancy II
* Creep Show II * Phenomena Dimensi
* Tea Pot Anim * My Tin Toy Anim
* Mega Demo III (Exit) * 64 Tunes Again
* Amy at The Movies II * Amy vs Walker 2
* Mutant Camels * Manic Raves II
* Boings Anim * Rodent Anim
* Watermines * A Day at the Beach
* Skin Egg Anim * Total War
* Camouflage Anim * Potato Head Circus
* Skunks & Hunks * Golden Oldies
* Amos Coindrop * Amy History
* Batman & Viol Anims * How to Run by ES
* Amywalks & Amyjogs * Unsporting Anim
* Galacia'92 * Amos Fruit Machine
* Descender * Intruder (Berserk)
* Catacomb Adventure * Clash of Empires
* Legend of Lothian * Star Trek J.Bar
* Star Trek E.Gustafson * Sounds of Silence
* Gathering 92 Tunes * Spring Melodies
* Golden Oldies 2 * Dr Mario
* Golden Oldies 3 * Time Zone (Trsi)
* Get Frogged (Decay) * Xpose (TSL)
* Clash of the Empires * Act of War
* Unleashed Fury! * Reflex (Liquid)
* Its time to Play * Mega Ball 2 + Editor
* Turbo Thrust * Lemmins Revenge
* Speed Limit * Jesus on Es
* Star Trek Themes * Bomb Jacky
* Balders Grove * Lethal Exit (Digital).

Hottest 6

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HELP ME - This bottom will display our helpful advice Document.

DMS - You can click on the DMS button to unpack the selected program to a floppy disk (the disk would be as if you ordered it directly from us).

LHA - You can click on the LHA button to unpack to where you want (uses our excellent GUI Interface).

SHOW - Click on the SHOW IMAGE button when the option is given to display GIF, IFF etc picture files. (See Images in Space section, POV RAY and Fractal sections).

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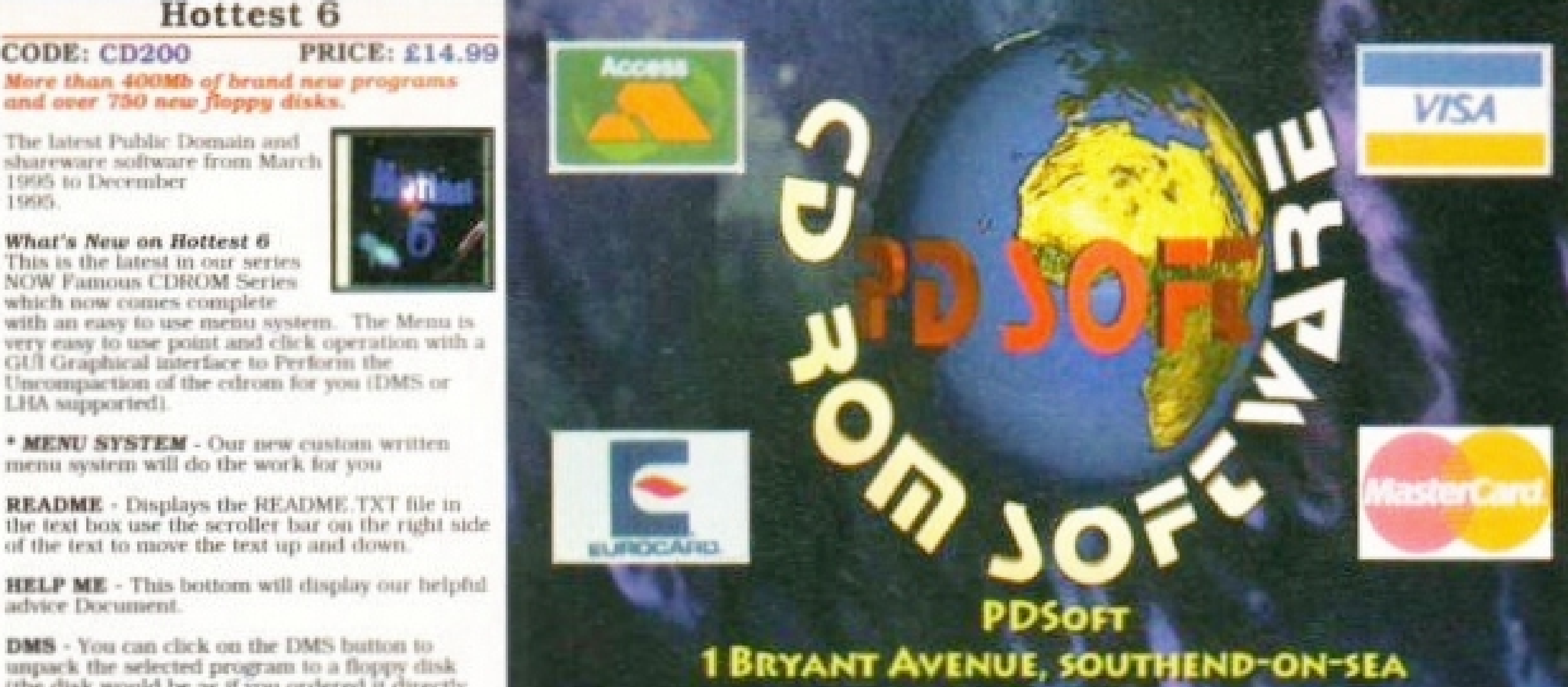
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An excellent menu system which can view and unpack all the lha files from the CDROM to your hard drive.
**** New 'Search' Functions***
To search for all the Workbench titles just click on the search button and text workbench and all the disks will be displayed.
**** New Workbench enviroment***
Excellent ready-to-run Amiga Workbench has been provided on the disc for easy use.
**** Over 550 New Disks***
550 new disks since Utilities 1-1500 was released.
**** Restyled, Remastered***
New help and information files, restyled artwork! Updated information, Catalogue of New CDROM's and contains the latest software right upto late December 1995.

* Greatest & latest Utilities from October '91 to December '95: Utilities, and loads more (see above).

Enhance your Amiga with powerful applications carefully sorted through-out our many years.

Our Menu system will help install any of the utilities to any device/drive on your system. Will unlha/view any file.

Supports All Amiga computers 1.2 to 4.0
Minimum Req Amiga A500, CDROM Drive and 1Mb of memory. Recommended 2Mb A1200 for all utilities to work.

F1-Licenceware

CODE: CD233 **PRICE: £29.99**

Sick of the run-of-the-mill old releases containing collections from pre-1995

The ***F1-Licenceware*** CD contains the complete collection of F1 titles from 1 to 100.

Over 100 titles or more than 200 disks!. This CD is worth well over £500, if the disks were bought separately.
There's something for everyone on the CD - games, utilities, tools, professional clipart, music, beginners guides, educational programs and much more.

Some superb material is contained within this CDROM:-

* ***Blackboard v3.0*** (image manipulation)
* ***Ultimate Quiz 2*** (general quiz), Word
* ***Plus Pro*** (originally valued at £15!)
* ***Fortress*** (strategy God game)
* ***Relics of Deldronege*** (voted best PD game ever by Amiga Format)
* ***ERIC*** (voted second best PD game ever)
* ***Powerbase*** (database program)
* ***GRAC*** (superb Monkey Island' style adv game creator with 1000's of copies sold on floppy)
* **Introduction to Workbench** (Best Seller!)
* **Absolute Beginners Guide to AMOS**
* ***Junior Artist*** (kids paint package)
* ***Tots Time*** (one of many kids programs).

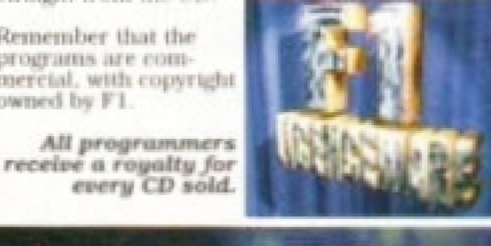
Commercial Software

Use some of the professional music within your games, with no extra charges.

What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements.

Something for everyone. With a very easy to use AmigaGuide© interface with 80% of the programs running straight from the CD.

Remember that the programs are commercial, with copyright owned by F1.



All programmers receive a royalty for every CD sold.

ZOOM release 2

CODE: CD234 **PRICE: £18.99**

The latest PD and the Latest CDROM from Active software Comes release 2!

December 1995 - Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the author of the great Deadlock disk magazine - Just point, read about the disc and click to extract (Extract to floppies or RAD:). Superb and very easy to use. The contents have also been updated so you get all the latest PD Untill early December 1995 and loads more not listed.

Comes with an on-line help routine, multi-tasking search routine and hotkeys function.

If you want the latest or greatest PD Software then look here! The CD contains well over 1,100 disks, over 640Mb's of data or 1.3 GIG's of Public domain.

New - Updated version

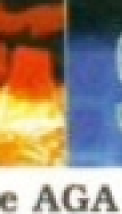
New Search Routine
The Multi-tasking search/find will seek file names or numbers.
New 'Hot Keys' Function
Just Press 'S' for search or 'E' for extract, press the 'HELP' key to read the help text.
New Separate List Buttons
Click a button for 'Utilities' or 'Demos' etc, etc
Over 200 New Disks
200 new disk scene Zoom release number 1 on 1st of June 1995
Restyled, Remastered
New help and information guide, restyled artwork! Which is just Superb!.

* Greatest & latest PD from October '94 to December '95: Utilities, Games, demos, Slide shows, Educational, Disk magazines, & more!.

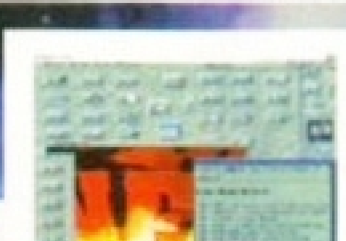
NEW! - A selection of Active software Pro Packs
NEW! - All professional sound samples
NEW! - Over 22Mb of read-to-view/use magic Workbench icons etc.
NEW! - 100 Klondike/Card Games Deluxe sets

**** Available to existing ZOOM Owners for £6.99 - call***









The AGA Experience

CODE: CD210 **PRICE: £14.99**

The Best Selection of AGA Software anywhere The AGA Experience

NFA - Famous for their 'Word' diskmag, and Bodyshop slideshows amongst others, are very proud to present their first Amiga CD-ROM disc - The AGA Experience. This is the first CD dedicated to A1200/A4000 owners, and features the very best AGA-only software released over the past 3 years. Some of the main features are as follows:

EXCLUSIVE NFA - These quality titles were created by leading Amiga group NFA specifically for this CD. These titles include AGA Slideshows, Klondike cardsets and others. The CD features every AGA NFA release to date, including the brilliant 'Word' diskmag, 'Out of Space' Alien multimedia disk mags. The entire collection of the popular 'Bodyshop' series of slideshows, including 'Bodyshop' release! These titles are official NFA releases.

READY-TO-RUN - Most of the contents run straight from the CD. There is no need to spend ages extracting disks. Well over 300meg of ready-to-run hot utilities, disk mags, text files, demos, games and much more. Only those titles which NEED to be compressed have been, these include Demos and slideshows which have to be stored in DMS format. Extracting these is as simple as double-clicking an icon in Workbench.
MAGIC WORKBENCH - Colour scheme and icons. We have spent months making this CD the very smartest looking CD available today. Almost every program has a suitable MagicWB icon. We have even created custom Ray-Traced icons for the CD, any Amiga owner is guaranteed to be impressed!.

80 NEW CARD-SETS - There is also a ready-to-run version of the brilliant Klondike card game, with 10 built-in cardsets. These include many quality cardsets we have created ourselves,and these are only available on this CD. Featuring **EXCLUSIVE** 'Bodyshop' cardsets!.

LICENSED - Amiga Report Disk mags. The entire 1995 collection so far, ready-to-view. A great resource for any Amiga owner.
VERY BEST - Emulator's. Run PC, Apple Mac, Spectrum and C64 software.

LOADS - of MagicWB icons, backdrops etc. All you need to add a professional appearance to your Workbench.

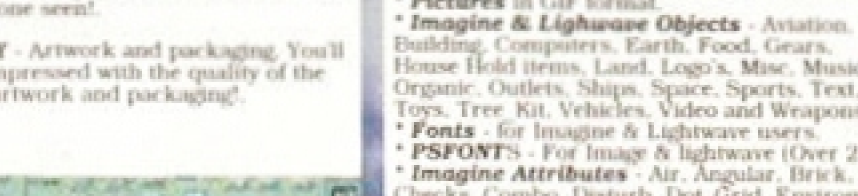
HUNDREDS - of programs never before seen on CD. Mostly downloaded from BBS's around the World, and straight from the Internet.

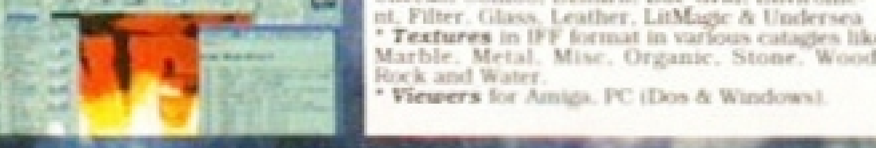
ALL AGA - Amiga Doom clones. If you thought Doom was impossible on the Amiga, take a look at this CD for a real surprise!.

BRILLIANT - Amiga-created images. We have created loads of very impressive AGA pictures for this CD. These pictures are on no other CD, and show what the Amiga is really capable of!.

LATEST AGA - Mega-demos. If you like being impressed by your Amiga, you'll find a great selection of demos on offer. There are many which are so new, that you won't have even heard of before - let alone seen!.

HIGH-QUALITY - Artwork and packaging. You'll be more than impressed with the quality of the Amiga-created artwork and packaging!.





C64 SENSATIONS

CODE: CD181 **PRICE: £17.99**

Remember the good Days

Contains all the Software that we have collected during our great times on the C64. Dating from 1984 up to the present day.

Surprising as it may seem to a lot of people there is still a lively C64 scene today. Although very different from a few years ago there are still a lot of people still heavily into the 64. And the rest of you, like us, have a lot of great memories.

That is one of the reasons why we compiled this CD. So anytime we want to reminisce the old days you can just pull out the CD, plug it in & Everything is brought back.

We guarantee you! that you will not have seen many of these amazing Mega demos as a high amount have not been releases before.

Our C64 experts have spent months of fruitful work preparing this disc, converting files from 5 1/4 inch floppy disks, Searching through the internet sites, talking to programmers etc.

Amiga - Contains Amiga tools to be used for copying & converting the .D64 images back to your 1541 or into your Amiga. Also included is the FULL version of A64 Emulator Package.

Demos - This directory contains our entire C64 Demos collection. They date back from around 1986 until April of 1995. There are literally thousands of demos and magazines. Oh the fun I had looking over my old demos and reading charts in 5 year old magazines. The collection is as complete as it could be for someone mail trading for years.

MS-Dos - Contains various IBM tools to be used with the image files. The IBM Tools section is considerably larger than the Amiga Dir. In here you can find a tool to do virtually everything you have ever dreamed of to a .D64 file. Also included are the latest Shareware and Upgrade copies of C64S and PC64, the two most common PC C64 Emulator's.

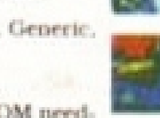
Sid Tunes - In here you will find hundreds of Sid Player tunes. All the tunes are in Amiga Playsid format BUT have all been renamed with PC SidPlayer file extensions so they are runable on a PC as well. They are also runable through PlaySid. The latest versions of which is also on the disc are provided in the relevant Tools directories.

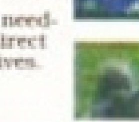
SPECCY SENSATIONS 2

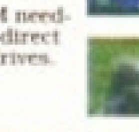
CODE: CD180 **PRICE: £19.99**

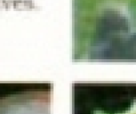
UPDATED VERSION

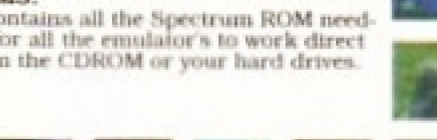
Contains all the contents of Speccy Sensations and about 300Mb more (Over 5,000 Games including on the CDROM).





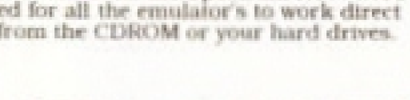


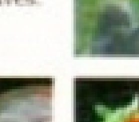


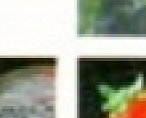


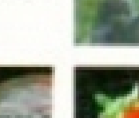


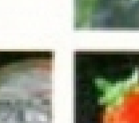


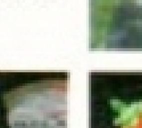


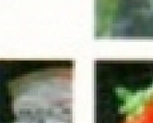


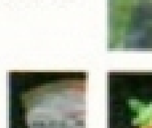


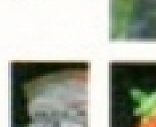




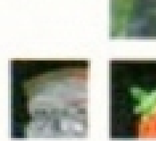


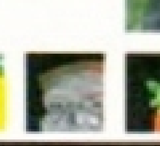


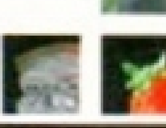


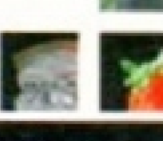


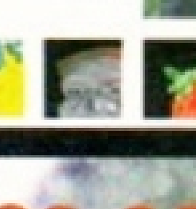


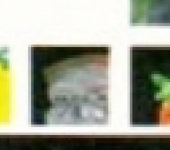


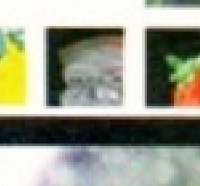


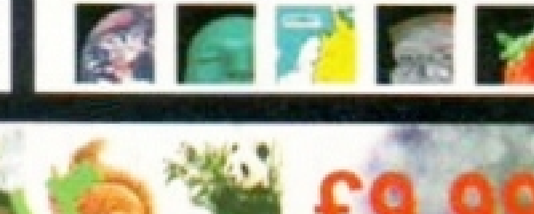














Its truly a multiplatform CDROM with Emulator's for various computer types such as The Amiga, Atari ST, Mac and PC. Contains some exclusive products which ONLY appear on this CD and have never been released before.

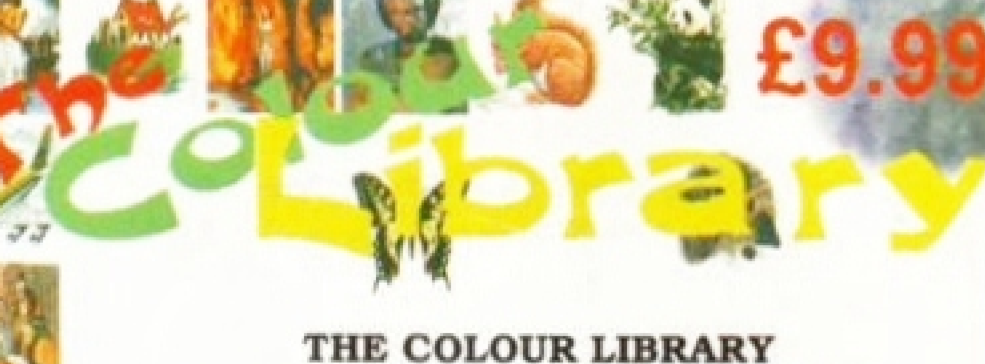
You get loads of Spectrum Techinal FAQs, Games lists, The modified spectrum ROM, Modified interface 1 ROM, other Modified ROMs, Wallpaper pictures for windows (.BMP) and Amiga Workbench (.IFF), Various pictures in .JPG & .GIF formats of :Tape inlays, Spectrum computers, Game level maps.

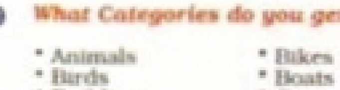
Have hours of fun with the best loved computer from yester-years, be prepaired to spend weeks looking through all the games, utilities, information, maps, and pictures of this classic computer. The perfect choice for anyone interested in the spectrum computer and if you want to convert your own games from tape then this disc will tell you how.

With the Speccy 2 disc you'll get:-
* ***Documents*** - Instructions, Manuals, Misc, QL FaQ's, Spectrum FaQ's, Techinal details.
* ***Games A to Z*** - Over 5,000 of them.
* ***Wall Paper*** for windows and Amiga Workbench 1.2 to 4.1.

Programs provided for use with:
IBM PC Computers, Amiga, Archimedies, Atari computers, Generic, Mac's, Spec, and others.

ROMS:
* Contains all the Spectrum ROM needed for all the emulator's to work direct from the CDROM or your hard drives.

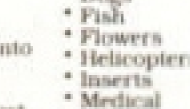




THE COLOUR LIBRARY

CODE: CD182 **PRICE: £9.99**

The image you need right now over 1,700 photos!



Contains only latest Graphical public domain from all over the world, also contain clip art and stunning coloured images, perfectly scanned pictures

The ***superior images*** are divided up into various categories to aid selection.

The files may be ***"importable"*** into most of the popular desktop publishers, art packages, viewers & word processors directly from the CD.

We have included several useful utilities to enhance the performance of this disc. First is **'Filly GIF'**. This allows you to view any of the images on this disc, prior to use. Second is '***Photovision***' which is a full featured image manipulation and viewing tool from Software Vision Corporation. Another program which is also a firm favourite is Envision Publisher which is a top quality desktop publisher, there are of course loads more of the most popular shareware titles on this disc and all come with full instructions for there use.

What Categories do you get:-

* Animals * Bikes
* Birds * Boats
* Buildings * Cars
* Cartoons * Cats
* Computers * Dinosaur's
* Dogs * Fantasy
* Fish * Flags
* Flowers * Food
* Helicopters * Houses
* Inserts * Maps
* Medical * Men
* Military * Misc
* Modart * Painting
* Places * Planes
* Raytrace
* Sci-Fi
* Ships
* Smartart
* Space
* Sports
* Star Trek
* Swimsuits
* Things
* Trains
* War

Also contains our menu system for easy use.

SCI-FI SENSATIONS

CODE: CD207 **PRICE: £18.99**

is an exciting new **Double disc CDROM** containing over 1000Mb of Science fiction related software.

The Sci-Fi CDROM contains Images, Music, Animations, 3D objects (Imagine & Lightwave), Sound FX, Documents, Tunes, Information and Games.

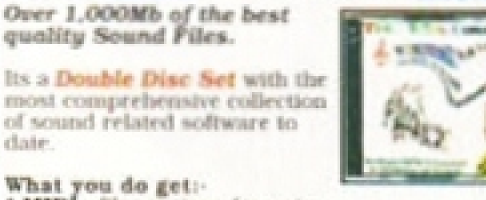
Catagies include:
* Babylon 5, * Thunder Birds,
* Star Trek * Next Generation
* Deep Space 9 * Voyager
* Batman, * Dr Who * Robocop * Bladerunner
* Aliens, 2001 * Battlestar Galactica
* Tron * Total Recall etc.

All ready to run direct from the CD
There are other interesting software catagies like Images, Games, Clipart, SCI-FI Fonts, Information, WallPaper, Stories, Music, Samples, 3D Objects, Game Graphics, Tools, and Animations in FLI, FLC, ANIM, Movies, AVI, Mov and MPEG formats.

THE SOUND LIBRARY

CODE: CD101 **PRICE: £19.99**

Over 1,000Mb of the best quality Sound Files.



Its a ***Double Disc Set*** with the most comprehensive collection of sound related software to date.

What you do get:-
* **MIDI** - files various formats.
* **Over 6,500** Music Modules.
* **Over 1,000** Music VOC Files.
* **Over 1,000** Music WAV Files.
* **Over 1,000** Music Samples.
* **Ready to Run** - 100's of Music related software packages, Editors, Mixing, Converter's, Sequencer's, Drivers, Players, Trackers, etc.

Amiga - Get the latest shareware & PD versions Sound Tracker, Pro Tracker, MED, Noise Tracker, EdPlayer, Rippers, Samplers, Sound Effects Pro Wizard converter's & more.
PC - Latest Whoop-it for windows, Drum Blaster, Tetra sequencer, Blaster Master, Windows sound utilities, Trak Blaster, Accu Music system, Multi Media Jukebox, Cinema, MOD4Win, Music Sculptor, Surfs UP, PC Drummer, and much, more

GRAPHIC SENSATIONS

CODE: CD105 **PRICE: £19.99**

This CDROM contains a huge selection of ***The Best!*** graphic related programs available.

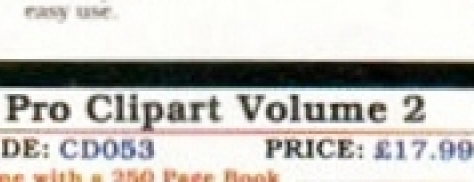
We packed this disc with virtually all available shareware Graphical and 3d software for DOS, Windows & the Amiga.

What you do get:-
* ***Animations*** in Anim, AVI and FLI formats.
* ***Pictures*** in GIF format.
* ***Imagine & Lighwave Objects*** - Aviation, Building, Computers, Earth, Food, Gears, House Hold items, Land, Logo's, Misc, Music, Organic, Outlets, Ships, Space, Sports, Text, Toys, Tree Kit, Vehicles, Video and Weapons.
* ***Fonts*** - for Imagine & Lightwave users.
* ***PSFONTS*** - For Image & lightware (Over 240)
* ***Imagine Attributes*** - Air, Angular, Brick, Checks, Combo, Disturb, Dot Grid, Environment, Filter, Glass, Leather, LitMagic & Undersea
* ***Textures*** in IFF format in various catagies like Marble, Metal, Misc, Organic, Stone, Wood, Rock and Water.
* ***Viewers*** for Amiga, PC (Dos & Windows).

Pro Clipart Volume 2

CODE: CD053 **PRICE: £17.99**

Come with a 250 Page Book



is crammed full of clipart. Every one from Juniors to adults will simply love all the pictures.

All pics come in dual formats ***IFF*** and ***PCX*** to cover both PC & Amiga. Headings like Teddy Bears, Birds, People, Weddings, House's, Travel, Humours, Family, School, Holidays, Vegetables, Japanese Folklore, SmartArt, US Navy, Cooper cartoons, hand painted scenes, Feast of Food, Cats & Dogs, Flowers, Monthly Banners, Animals, Fanzines, Aquarium of Fish, Famous Faces, Maps, Men, Christmas, Medical & Surgical, Soldiers & Weapons, Dinosaur's, Borders, Monsters, Cars, etc.

Then as most CDROM's we have excluded subject headed directories such as Animals, boys, cultural images, floral and natural images, girls, holiday images, literary figures, mythological images, scenery, transportation, and work images. The disc contains drawings of bears, cats, dinosaur's, dogs, insects, horses. Cultural images from Egypt, Japan, Native Amer-icans, Polynesia, Persia are also included on the disc. Floral & natural, blossoms, planets, sky, the sun, trees, weather.

AMIGA

Converter's - Image Studio, Rend24, Wasp, Piccon, PBM-Plus, etc.
Magic Workbench - Contains backgrounds, DiskIcons, Disk Tools, Dock Icons, MWB/DOOM, Fonts, GoldEd, HangOn, Icons, ImageDrawers, Magic CX, Magic backgrounds 4, Magic CD, Magic Dockicons, Magic expansion, Magic Icons 1-2, Magic WB, Mirror Manager, Modules, Rom Icons, Server, Tau Icons, Templates, Update Files, and loads more Utilities.
Pagestream - Contains all the latest Update patches along with printer Updates, CG Font Engine, Editor & Print Spoolers.
Presentation - Navigator is a virtual reality presentation system and will allow you to walk, drive and fly around in a 3d dimensional generated world in realtime.
Viewers - ViewTek, Super View, GIFKit, FastJPEG, BView, BigAnim, Detex, Mostra, PPShow and many others.
WallPaper - B&W WBP, HoFidi, Plain, WalPaper, WBP, WBP v2.0, and Zip Drops which is an excellent collection of seamless textures for Workbench.

PC (Dos and Windows)

Converter's - Tico View is a 24 Bit PCX graphical viewing program for VGA and S/VGA will import various formats and convert them to almost any other file format like BMP, GIF, ICO, IMG, MAC, PIC, TGA and TIF. Also goes image processing & screen grabbing for DOS
Icons - Contains over 100 ZIP files each full new icons for your Windows. Will enhance anybody windows from the normal dull system setting to an exciting multi colour display.
POV - Contains all the latest Updates and over 70 new ZIP files all related to the Ray tracing program called POV-RAY.
Presentation - Contains Artshow, Brochure, CPMagic1 & 2, POPChart, QShow, Resume, SFlow, SGM, Slides, SSVWR4, TakeOne, Talk Show and ZGraf for Windows.
Graphical (DOS/WIN) - Contains the latest DOS viewers like Colour View, Draft Choice, Fantasy Art, Graphic Workshop, ESF's Holiday Clipart, HomePlan, Fractals in motion, IFracs, KrisCards, Mandelbrot/Julia Set Generator, Microscope, NeoPaint, realize, Slideshow Animator, Trade Show, and VFD (command-line motion video cross-compiler that converts FLI, AVI and MPG, and another 30+ programs for windows. (Too many to list).
WallPaper - Contains over 15Mb of software related to Walpapers for windows. With over over 100 ZIP files there's loads of different backdrops to look through.

Turbocalc v2.1

CODE: CD218 PRICE: £9.99

is the unique software solution that defines a new standard.

Experience is nearly unlimited capabilities in all relevant categories. ***Turbo Calc v2.1*** CDROM.

Design - Extensive formatting options, all supported font formats allowed, no colour restrictions, various cell frames etc.
Functions - More that 100 functions covering arithmetical and financial needs
Diagrams - All common chart types supported, footer and header, legend and axis labell-ing, output as IFF-file or graphic printout.
Printout - Out in built-in printer font (draft mode) or as freely scalable graphic (requires OS2.0 or higher).
Technical Characteristics
Sheet size limited by available memory only, no restrictions in sheet or windows quantity, import of foreign formats supported (eg MS Excell), detailed amiaguide manual.

Eric Schwartz Productions CD Archive

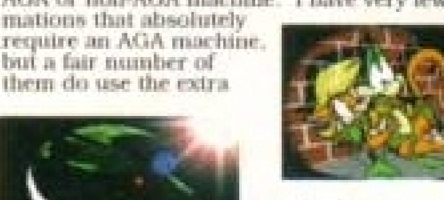
CODE: CD229 PRICE: £24.99

Eric Schwartz needs no introduction to any Amiga Animation fan!

November 1995
As you may have already gleaned from the title, this is a CD-ROM of pretty much the complete collection of pictures, animations and related files by Eric W. Schwartz.

There are directories for animations, pictures, 3D object files, icon files, & more that hopefully will interest you. Also included is a special "Artists" section with material by other artists whom I've has come in contact with over the years. These artists you may have heard of, while others are new to this medium, but I'm sure you will enjoy all their work.







To get the best results in playing animations by Eric Schwartz:

* Make sure you read the text file associated with the animation, where available. It will give you information regarding the amount of RAM you will need as a minimum, as well as whether the animation works best on an AGA or non-AGA machine. I have very few animations that absolutely require an AGA machine, but a fair number of them do use the extra speed inherent to the AGA chipset to achieve a smoother playback.

* This CD-ROM is jam-packed with nifty sixteen colour icons. setup files transform your workbench into an Hi-Res Laced 16 colour one (assuming your hardware is capable of it).

An Amiga Library Services CDROM By Eric Schwartz and Fred Fish.



Content

Warning

A NOTE ON THE CONTENT OF THIS CD-ROM. Generally, the files on this CD-ROM (primarily animations and picture files) are OK for a fairly general audience. There are, however, some pictures and animated segments that contain material of a potentially offensive nature. To generalise, I would give this CD-ROM a basic motion picture rating equivalent of PG-13. My pictures and animations were never specifically intended for children, and I have no censors other than myself.



C User's Group Library

CODE: CD049 PRICE: £19.99

Refer to 11 years of C User's Journal source code!

The ***C User's Group Library*** CDROM gives you the entire C Users Group Library through Volumes 430, a collection of more than a hundred Mb of user supported C source code.
Most of the source code is for MSDOS with several recent volume for UNIX.
Source code reuse is a key to software productivity. This disc provides you with thousands of files that you can read, analyse, and incorporate into your own programs.

You'll find.
* function libraries, inc text display & editing.
* genetic programming routines.
* compilers, text formatters, BB's.
* Games inc Chess, Math Packages, Tutors.
* Cross compilers, comms support, Linkers.
* X-Windows molecular structure visualisation

The C Users Group Library is an essential addition your programming toolkit.

ARCADE CLASSICS

CODE: CD20? PRICE: £14.99

The original collection of Arcade Games.



Arcade classics is an original collection all your old **classic favourites**, including PC & Amiga variations of:

* Pacman * Asteriods
* Frogger * Pengo * Missile Comand
* Galaxians * Tempest * Tetris Games
* Battle Zone * Combat * Load Runner
* Thurst * Tron * Space Warz
* Q-Bert * Hunchback * Moon Patrol
* Trail Blazer * Breakout * Centrepede
* Cycles * Bezerk * Snake
* Scramble * Ping Pong * Breakout

* C64 Conversions * Space invaiders
* ***Jeff Minter*** games and hundreds more more than 600Mb of unforgettable reto-gaming.

This CD will ***keep you busy for months.*** Floppy drive required, keyboard Keyboard recommended.

Meeting Pearls 3

CODE: CD224 PRICE: £8.99

Germany's most popular Amiga CDROM has grown by a new addition!

Meeting Pearls III build on the enormous success of Meeting Pearls II by provided even more useable access tools which have been significantly expanded and improved from the previous version. Operation is still child's play. FindPearls has been improved and extended and an AmigaGuide-style search interface has been added. As we weren't satisfied with just that, you can now use a program created for meeting Pearls, to search program instructions for a keyword quickly. These search facilities offer probably the most versatile yet provided on any Amiga CD-ROM.

What do you get:-
* ***Exclusively,*** we have provided a special version of CD-Write, to allow virual writes to the CD-ROM. Thus, you can completely customise Meeting Pearls III to your needs. Special goodies amongst the hundreds of freeware, Shareware and Public Domain programs are PasTex v1.4 (previously unreleased on a CD-ROM and an updated MovieDataBase.

What do you get:- 650Mb

10Mb	Packers, Crunchers and Archivers
3Mb	CD-ROM Utilities
21Mb	Communications & Networking
5Mb	Debugging Tools
29Mb	Development Tools
13Mb	Floppy disk, Hard Disk, & SCSI utils
8Mb	Educational Programs
9Mb	Games
35Mb	Graphic Programs
39Mb	Internet Movie Database. ***Updated***
7Mb	Midi Tools and Programs
27Mb	Music Modules
12Mb	Music Programs and Software
21Mb	Pictures
13Mb	AmiTCP and more for Networking
60Mb	Documention, CD-ROM Databases, etc
96Mb	PasTeX v1.4 - ***Not previously released***
15Mb	Utilities
30Mb	HTML-Pages.

Collections of datatypes, benchmarks programs, icons, programs for amateur radio and electrical/electronic engineering are also included.

Aminet Set 1

CODE: CD112 PRICE: £24.99

Quite simply the best CD compilation around "CU Amiga"

January 1995 - ***Aminet Set 1*** consisting of 4 CDs, The complete archive is published for the 1st time.

What do you get:-

Dir	Size	Files	Contents
Disk A			
dev	141Mb	800	Development.
util	103Mb	1,800	Utilities.
Disk B			
gfx	134Mb	900	Graphics.
pix	337Mb	1,100	Pictures & anims.
text	87Mb500		Text Software.
docs	39Mb400		Documents.
Disk C			
demo	336Mb	900	Demos.
game	160Mb	1,000	Games.
comm	86Mb1,100		Communications.
hard	6Mb	100	Hardware related.
Disk D			
biz	63Mb300		Business Software
disk	12Mb200		Disk HD tools.
misc	109Mb	500	Miscellaneous.
mods	358Mb	2,700	Music Modules.
mus	29Mb200		Music Software.

Aminet Set 2

CODE: CD220 PRICE: £24.99

fast access to the wealth of the Aminet!

November 1995 - ***Aminet Set 2*** consisting of Aminet 5, 6, 7 & 8 CDs, The second Set archive is published and has just been released November 95.

What do you get:-

Dir	Size	Files	Contents
Disk A - Tools			
util	120Mb	1,000	Utilities.
docs	270Mb	870	Documents.
text	40Mb210		Text Software.
biz	75Mb170		Business Software
Disk B - Graphics			
pix	630Mb	2,000	Pictures & anims.
gfx	170Mb	430	Graphics.
misc	150Mb	270	Miscellaneous.
Disk C - Fun			
demo	630Mb	2,000	Demos.
game	250Mb	530	Games.
dev	110Mb	340	Development.
disk	10Mb110		Disk HD tools.
hard	5Mb	60	Hardware related.
Disk D - Mods			
mods	840Mb	3,100	Music Modules.
comm	150Mb	1,000	Communications.
mus	30Mb120		Music Software.

Post to: (Aminet Subscriptions)

PDSoft, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD. or Telephone 01702 466933 fax 617123

* Subscription Service - which you can stop at any time by post, Telephone or Fax.

* ***Example*** for 3 discs starting with Aminet 9, that's Aminet 9, 10 & 11 for £10.99 each plus 75p postage & packing bring the total to £35.22

Payment By Cheques or Postal Orders complete payment in advance only!

CD's	Per Cd	P&P	Total	Amt
ie 9	£12.99	.75p	£13.74	1
9 & 10	£11.99	£1.50	£25.48	2
9 to 11	£10.99	£2.25	£35.22	3
9 to 12	£9.99£3.00	£42.96		4
9 to 13	£8.99£3.75	£48.70		5

Payment By ***Credit Card*** or ***Switch*** will be charged at £11.99 and only charged for when posted, or pay in advanced to take the above special offers. [For credit card sales please ring the above phone number].

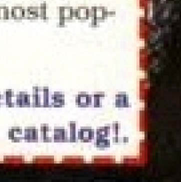
The Aminet discs are published every 2 months and there's ***Now over 1,200*** world wide subscribers and growing every day. It's the most popular Amiga CDROM series.

Phone Now for more details or a catalog!.

Aminet Series

CODE: ??? PRICE: £12.99

The Best Selection of AGA Software anywhere - The AGA Experience

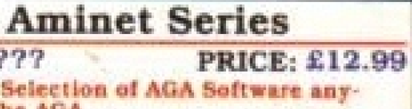


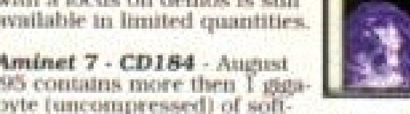
Aminet 6 - CD175 - June '95 with a focus on demos is still available in limited quantities.

Aminet 7 - CD184 - August '95 contains more then 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 6 more than 500Mb of new software has appeared. The current edition has a special focus on images. 10,000 images for DTP and multimedia were included.

Aminet 8 - CD208 - October 95, contains more ththan 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 7 CD more that 500Mb of new software.

Aminet 9 - CD??? - December 1995, contains more ththan 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 7 CD more that 500Mb of new software has appeared. The current edition has a special focus on modules. More than 1,00 were included. Many modules are of a very high-quality and feature 8 voices. The excellent user-interface has also experienced farther improvements.





da capo

CODE: CD196 PRICE: £27.99

Fred Fish takes Amiga Music for a swin.

The **da capo** CDROM .

The Dacapo CDROM is a source for high quality music, both for your listening enjoyment and for samples to use in creating your own music. This is not just another random collection of modules. many of the modules are exclusive to da capo.

Fresh Fonts II

CODE: CD103 PRICE: £19.99

632Mb of fonts with a nice looking book.

The send in Fred Fishes font collection this cdrom come with a small book with the font families printed out.

Gateway!

CODE: CD165 PRICE: £8.99

Gateway offers NetBSD 1.0 for the Amiga.

The ***Gateway*** CDROM is the easy way to start a Unix project on the Amiga.

A **Full featured UNIX-Lite operating system** with both sources and binaries for the Amiga, i386, Sun 3 and offer architecture's.

Go netserfing with a large selection of supplied networking tools.

Other supplied packages include a binary release of the **X windows system (X11R6)** for the Amiga, with many additional clients, and packages such as perl, emacs, games, mail programs, and many megabytes of important text files such as RFCs and FAQs, a complete installation guide is available on the CD.

There are some AmigaDOS internet utilities, such as clients for **AmiTCP** and Envoy.

Global Amiga Experience

CODE: CD199 PRICE: £24.99

Test the best Amiga Software with many full versions.

Contain demoversions of commercially distributed software for the Amiga ***The Global Amiga Experience*** CDROM. The full Imagine program is a big plus. **AS57 92% Star buy.**

What do you get:-
* ***Some of the examples of demo versions*** - Caligari 24, XiPaint 3.1, PPaint 6.3, Image FX 2.0, Photogenics 1.2, Bars & Pipes 2.5, Interplay, Words Worth 3.1, Maxon Tools, MaxonCAD, PhotonCAD, PhotoworX, MaxonCinema4D 2, Adorage Sampilitude Pro, Turbo Calc 3.0, Cluster, CacheCDFS + CD32Emu, SBase4Pro, Datastore, Office Engine, A Cash Pro, Amiga Money, Turo Text 2.0, DMaxDOS2.5, InfoNEXUS 2.5, Diavolo Backup, Mortion & magic objects and many more from other fields e.g Graphic Music, Applications, Games etc.

8 Full versions
Scala 1.13, Imagine 2.0, VistaPro 1.0, Distant Suns 4.0, The Edge 1.721D, X-Copy, Clarissa 1.1, Steuerfuchs Pro '93.

Most of demos and all full version are directly runable from this CD, there is no installation necessary!

Installation of the demoversions to hard disk is possible with our problems. the overwhelming majority of the demos is included as compressed file too.

"Its Great value for money" Amiga Shopper

This CDROM contains 530Mb of demo and full versions of commercially distributed Amiga Software. Registration of the Full versions is available with special coupon included.

Xi Paint v3.2

CODE: CD231 PRICE: £49.99

XiPaint is the leading edge, 24 bit paint program!

It's suited to the demands of novice and expert alike, and within a short time, you too will be able to produce colourful and creative art in 16.8 million colours. This version of XiPaint provides a professional paint program at an unbeatable price/performance ratio.

XiPaint only requires Kickstart 2.0 or higher, 2Mb of RAM, Hard disk, additional memory and graphic card recommended.

Overview of features:-
* Diverse paint functions including colour, contrast and saturation adjustment.
* Mask, outline, recolour and fill functions.
* Airbrush with adjustable spray functions.
* Light-table function for manipulating manages and animations.
* Text functions with anti-aliasing using Compugraphic fonts.
* Support for a variety of graphic formats.
* Unlimited Undo.
* Diverse manipulation of alpha channel.
* Supports many graphic cards.
* Layers to combine different projects.
* ARexx port.
* Drag and Drop colours.
* External filter module.
* Extensive documents.
* 60 Textures
* 50 Landscapes.
* 30 other pictures and many fonts included.

Assassins Games 2

CODE: CD211 PRICE: £18.99

For the Ultimate Games Experience play with the Assassins!

The ***Assassins Games 2*** CD comprises of hundreds of the latest Public Domain and Shareware games for the CD32, CDTV, and Amiga range of computers.

All the games are accessed via the easy menu system. The Amiga guide document provided gives you easy access to the games instructions and its possible to play them direct from the Guide.

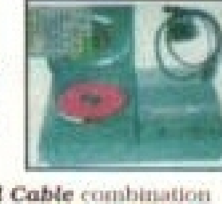
The Guide also provides compatibility note for certain games with your particular machine. Also included are over 70 workbench games ready to play from the workbench.

Parnet and Sernet are also provided to allow access to the full contents of this compact disc on an Amiga with CD32/CDTV.

Network 2 Package

CODE: CD235 PRICE: £39.99

Get connected CD32 to Amiga.



The ***Network Package &*** CDROM. **Wierd Science.**

* **Network CD 2 £14.99**
* **Sernet Cable £25.00**

* ***The Network 2 CD and Cable*** combination allows the connection of the ***Cd32 or CDTV*** (CDTV only to be purchased with Network CD Vol 1 please Ask) to any Amiga. This connection enables a communications channel between the two machines, thus allowing the transfer of files from one machine to the other. Put simply you can gain access to the CDROM drive on the CD32 and use any of the normal CDROM utilities contained within this advert.

File Transfer If you have a directory Utilities such as Directory Opus, Sid or DirWork the access to any CDROM's files is simple. (DirWork [Shareware] is currently on the CD).

Postage & Packing by Recorded Delivery **£2.45**

Meeting Pearls 2

CODE: CD142 PRICE: £8.99

You're sure to find software that can be used!



There are many software packages on this CD-ROM that are defined to be shareware. All files can be easily copied to your hard drive. So installations and programs are exclusively on this CD-ROM.

What do you get:-

22Mb	Selected html-pages
52Mb	Graphic programs and data
13Mb	Games
16Mb	From.. The Party '94"
9Mb	Disk, hard disk, CD-ROM and SCSI
8Mb	Educational programs
18Mb	Terminal programs
23Mb	DICE & Commodore includes
12Mb	Midi programs & Music programs
57Mb	Pictures and animations
119Mb	Linux for Amiga & TeX-Installation
31Mb	Archives for Psion
41Mb	Modules and fractals
46Mb	NetBSD for Amiga.

Goldfish Volume 3

CODE: CD227 PRICE: £19.99

All material is unarched and Ready-to-Run.

If you have used previous FreshFish and GoldFish CDs you will notice that there are major changes for this GoldFish release.

First the user interface has improved substantially. Most icons now have Meta Tool as their default, which allows you to decide which tool you would like to use to view text files, AmigaGuide files, pictures, etc. You will have the opportunity to select these tools during the installation process.

Second, there is a new Installer script that takes care of the details of preparing your system to use the GoldFish CD. Simply run the Installer script and start exploring. The installation will make no permanent changes to your system without asking you to confirm them, even in novice mode.

Third, many more things are now accessible via AmigaGuide, making GoldFish much more user friendly. You can explore much of the CD, including reading documentation, running Install scripts, running programs, viewing pictures, running animations, searching for specific material, etc. without ever leaving AmigaGuide or touching a CLI window. There are other changes as well, but these are documented in the top level README.guide file. You should now run the INSTALL script to start using GoldFish.

Since the INSTALL script will make no permanent changes to the system, it is safe to run it in novice mode if you wish.

GoldFish Volume 3 contains a selection of software, animations, pictures, and other material, released on Freshfish CDROMs between November 1994 and November 1995, with most of the material updated to the latest versions. All of the material is read-to-run directly from the CDROM.

The ***GoldFish*** CD-ROM series provides Amiga users with periodic releases of the best material from Fred Fish

Gamers Delight 2

CODE: CD228 PRICE: £24.99

Come play with a whole new world of excitement!

The ***Gamers Delight 2*** CD contains 70 commercial games and more than 1,070 freely distributable games.

This CD includes:-
* 2 Players (5.58Mb)
* Board Games (18.5Mb)
* Demos (33.5Mb) * Gags (1.21Mb)
* Hints (4.44Mb) * Misc (43.5Mb)
* Patches (1.36Mb) * Run and Jump (5.53Mb)
* Shooting (16.9Mb) * Role Playing (18.6Mb)
* Thinking (25.2Mb) * Workbench (2.08Mb)
* ***Commercial Games*** - Contains even more new full versions.
* All games come with full documents

OctaMED v6.0

CODE: CD237 PRICE: £29.99

The official Octamed 6 CD has.

Contains the full commercial version of octamed 6, the latest version of this superb music utilities.

In additional the full Walk-about Music' samples collection. (over 1,000,) have been included. To complete are 100's of meg of modules, samples and midi files, fully categorised and ready to run from the CD.

This is a unique opportunity to obtain the best Amiga Music package and as an added bonus we include the full manual all for only.

Includes manual!.

Amiga Tools III

CODE: CD225 PRICE: £24.99

Get ready to run-a-away with this CDROM!

The ***Amiga Tools 3*** CDROM is the third in Michael Haupt's Series and all the programs on the disc are directly executable as the first two discs. There's no need to decrunch or install any of these programs.

Now in English and Germany texts.

This CD includes:-

* Tools * Hardware Tools
* DTP Tools * Commodities
* Disk Tools * Music and Audiotools
* System Tools * Vector and colourfonts
* Crurch/Decrunch * Demoversion and
* Network Tools * Demos
* Virus Tools * Demoversion of MAXON
* Workbench Tools * Products
* Grafix Tools * MUI
* Raytracing Ojects * Pictures

* Large selection of EPS clipart all ready-to-use direct from the cdrom, no unarchiving req.

Weird Science Animations Volume 1!

CODE: CD098 PRICE: £18.99

Watch some of the best Amiga animations directly from CD.

Contains 100s of animations ready for viewing direct from CD. Formats support-ed IFF, Movie player, FLI, PLC & Deluxe Video. Viewers for the Amiga and PC. View on ECS and AGA Amiga. See how the experts use the best animation tools on both Amiga and PC.

Weird Science Coloured Artwork Volume 1

CODE: CD236 PRICE: £8.99

All artwork has been computer drawn of generated.

An entire CDROM of coloured generated art. Ideal as coloured clipart.

New Title



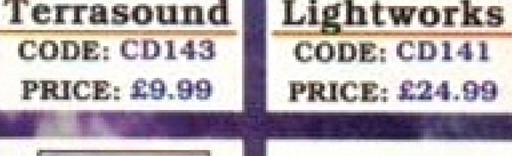




Title	Code	Price
LSD Tools 3	CD213	£17.99
Freshfish X	CD219	£17.99
17 Bit 5	CD212	£18.99
Fractal 2	CD209	£19.99
Frozenfish	CD202	£19.99
da capo	CD196	£27.99
SuperAutos	CD192	£4.99
UPD Gold	CD168	£24.99
Groliers	CD163	£24.99
Terrasound	CD143	£9.99
Lightworks	CD141	£24.99









Title	Code	Price
Textures	CD115	£39.99
Lightrom 2	CD114	£39.99
GIGA Grx	CD113	£29.99
Demomaina	CD111	£9.99
Gamers Del	CD110	£9.99
Galantic 2	CD109	£9.99
Beauty cha	CD108	£12.99
FreshFish 2	CD103	£14.99
W/S Anims	CD098	£17.99
Emerald Mi	CD078	£12.99
DT Video	CD077	£13.99











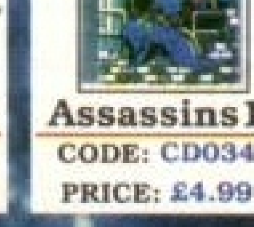


Title	Code	Price
Ultra Med 1	CD071	£7.99
Ultra Med 2	CD071	£7.99
Power Gam	CD070	£9.99
Illusions	CD067	£5.99
Town Tune	CD066	£19.99
Phase 4	CD065	£7.99
Aminet 4	CD064	£4.99
Visions	CD063	£19.99
LSD Tools	CD062	£7.99
Utilities 1	CD061	£9.99
Amok 2&3	CD059	£17.99
Gold Fish 2	CD058	£24.99





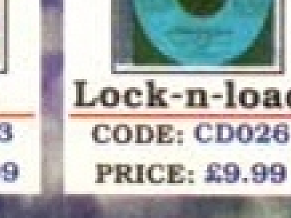




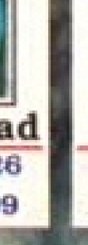


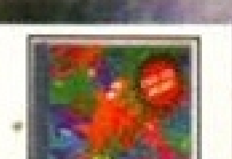


















Title	Code	Price
Lightrom	CD057	£29.99
C.U.Group	CD049	£19.99
Sound Terr	CD044	£19.99
W/S Fonts	CD043	£7.99
S/W Clipart	CD042	£7.99
Euroscene	CD039	£9.99
Multimed 2	CD038	£17.99
Assassins1	CD034	£4.99
Amos 2	CD033	£19.99
Lock-n-load	CD026	£9.99
Goldfish	CD010	£24.99
Demos 2	CD009	£9.99

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FIRST COMPUTER CENTRE · KIRKSTALL RD · LIVING WORLD · FARNELLS · A64/A58 · LEEDS CITY CENTRE · BRADFORD · MIKE'S CARPETS · A647 · ARMLEY GYRATORY · ARMLEY · M62/M621

From M62East Join M1 From the M1 follow signs onto M621. Take A643 Elland Rd turnoff from M621. Follow signs for A58. This merges with the Armley gyratory. From M62West Junction 27, A62 to Armley gyratory. From the A1 take the turnoff for A64. This merges with the A58 (by-passing town centre) which meets Armley gyratory.

Hardware

UK'S cheapest Amiga's A1200 Magic Pack only!! £349.99

Includes, Wordworth V4SE, Datastore, Organiser, Turbocalc, Personal Paint V6.4, Photogenics 1.2SE, Pinball Mania & Wh

Amiga Magic Pack + 170Mb HardDrive
Only!! £469.99
includes Scala MM-300

Chaos Software Pack



Pack consists of Nick Faldo's Golf, Pinball Fantasies, Syndicate, Chaos Engine £19.99

First Starter Pack

- A1200 dust cover
- 10 x DSDD disks + labels
- Top quality joystick
- Deluxe mouse mat
- 3 x A1200 games

All for £19.99

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A4000T
MC68040-25 Mhz £2089.99
MC68060-50 Mhz £2359.99

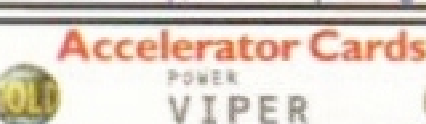
- 6Mb RAM expandable to 2 Gig max.
- 1.2Gb SCSI-II Hard Drive
- AGA chip set
- Workbench 3.1
- 1.7Mb 3.5" Floppy Drive
- 4 Channel Stereo
- Scala MM300 Pre-Installed

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A1200 1 MB RAM *Special price!!*	£75.99
A1200 2 MB RAM	£119.99
A1200 4 MB RAM	£169.99
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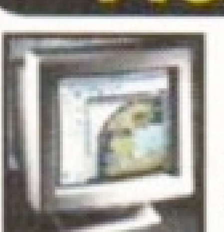
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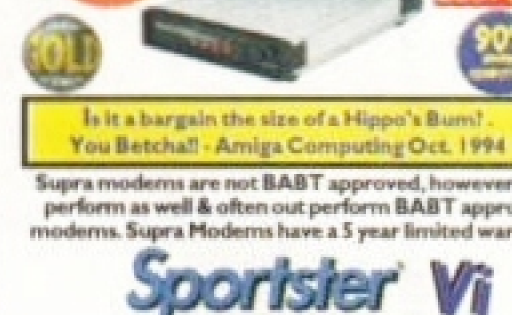
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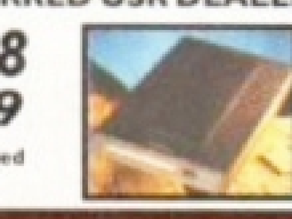






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It's Zelda, but on the Amiga. Except it's not Zelda, but it's still on the Amiga. Steve McGill embarks on an arduous quest to find if Speris really has a legacy.

Speris Legacy



Cho visits the King to get the low down on his quest and to pick up some semi-useful tips.

With many Amiga games, a few hours play can tell the player whether it's worthwhile or not. Some are more difficult and require extensive play. Yet others, remain a mystery and take up more time than they're worth.

So which category does *Speris Legacy* fall into? Before we reveal all, it's worth taking a look at what's on offer.

Speris Legacy is the responsibility and creation of fresh new Amiga talent, Binary Emotion. It represents their attempt at doing *Zelda*, but on the Amiga. It even starts the same way as *Zelda*. Cho, the central protagonist, wakes up in bed one day and embarks on the exploration of his city to find objects that are going to help him on a long journey; or at least that's what the on-screen prompt tells you.

During his meanderings he can walk into buildings, open chests, engage in conversation, find things out, and explore the magical world he exists in. Conversations are engaged in by walking up to someone or something, and if a little red icon appears above their head, clicking on the joystick button or the requisite key to access the various conversation points.

Luckily, at the beginning of the game, there's an extensive set of control options. These let you play the game using the keyboard – all keys are user definable – joystick, two button joystick, or CD32 pad.

Unsurprisingly, if you have a CD32 pad it represents the best method of control. It lets you cycle through objects in Cho's inventory, let's him use weapons or utilities depending on the fire button selected, and flicks between the inventory screen and the normal play screen; this latter function saves the player from the hassle and continued tedium of pressing the keyboard keys when you want to swap things around in the objects screen.

Curiously though, there's no option available to switch off the music. At best the music's soporific, at it's worst it grates. So most of your time will be spent playing in silence to escape the monotony.

Which is a shame. *Speris* is a lovely looking game. It's cute, just like *Zelda* on the SNES but unfortunately the gameplay side of things is the total opposite of *Zelda*. Whereas *Zelda* was a joy to play, with lots of little sub-tasks and environmental interaction to be engaged in, Speris is mostly a drudge.



So cute, you want to throw her down the nearest well, this character seems diversionary.

Continued overleaf ➡

Teleporters help Cho cut down on tedious to-ing and fro-ing time. Thank god for that.



One of the annoying aspects of the flowers is that you have to line Cho up to cut them.



Blackpool Pleasurebeach has a maze just like this one. Pity you can't smell the chips.



Above: In the same vein as Zelda, access between the towns is achieved through this cute little map.



Hale and Pace make a guest appearance in Speris.

Above: If you were to hide the Amiga and put a SNES in front of the monitor, most passer's by couldn't tell the difference.
Top: Chests conceal useful objects like gems and bombs.

⬅ There isn't enough in the way of player feedback to feel that you're ever really on the right vein or doing the right thing.

The first hint you get at things going horribly wrong is in the use of bombs. On the bottom left hand side of the screen there are three little icons with numbers beside them. They represent the number of keys, gems, and bombs which are held by Cho.

It doesn't take long before Cho picks up a couple of bombs. Unfortunately the bombs can't be set off in any way. There aren't any on-screen prompts giving you a clue as to why not. No one that Cho's spoken to along the way gives him a hint and basically it makes the player feel a bit clueless verging on completely useless.

A quick phone call to Team 17 sorted the problem, but it certainly made me feel that I would only have found out by complete accident, which isn't quite in the spirit of this type of game. I know it's not just me either. A rival magazine editor had the exact same problem. Maybe two heads aren't better than one, but in this case we were both as helpless as each other.

Now, this kind of accidental stumbling across the clues would be okay if the playing area was compact and bijou; that way you'd only lose a little time. But it's not. Each level in its own separate way is huge. There's too much to-ing and fro-ing, huffing and puffing, going on for very little gain. The lack of feedback letting you know you're doing well or not is lamentable.

And it leads to a dilemma in the review. Technically, the game is admirable; the colours, the scrolling, the graphics, that kind of thing. The Amiga Format office is regularly used as an access route for the various smokers on our floor. On their way back they can see whatever game I happen to be playing at the time. Most stopped when they saw *Speris*

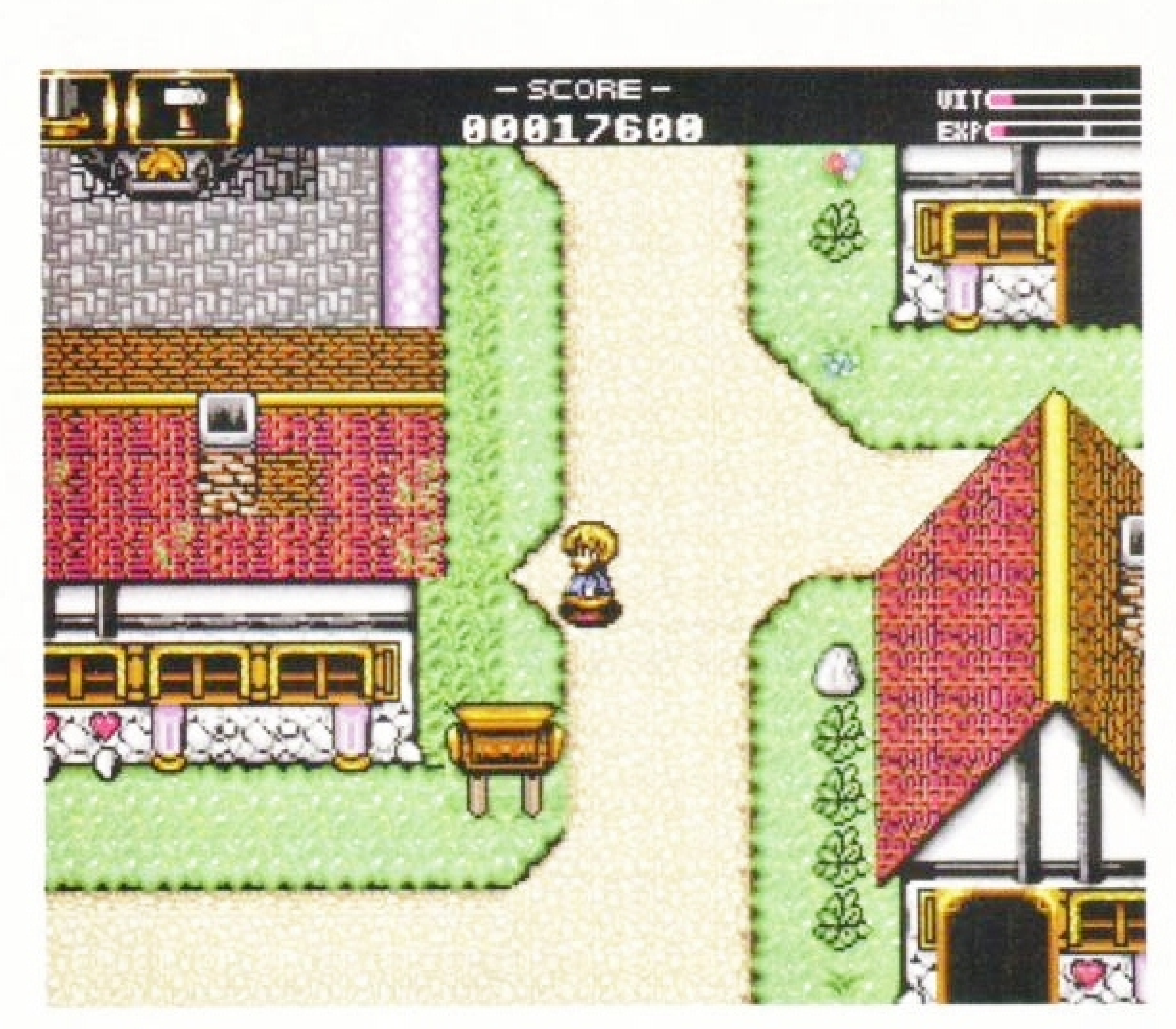
Right: The object that looks like a jukebox conceals a teleport.



If you speak nicely to this woman, she will eventually let you into her house to rummage through her chests. In there, you'll find a tinder box which lets you use the bombs.



Some of the objects hint at what you need to do to later on. But only some of them.





Left: Quite why people would leave their front doors open so that you could check out all of their stuff and then take what they want is beyond us.
Above: The chest below Cho is the chest with the tinderbox in it. Just a pity that the bombs don't actually blow too many things up.

being played to say something along the lines of, "is that *Zelda*?"

Such is the power of the game's look and feel. Unfortunately, the most important elements; the sense of involvement, the sense of engagement, the sense of making progress, the sense of enjoyment, the sense of achievement; are all mostly absent.

It feels as if most of the effort's been concentrated toward the technical side of the game at the expense of it being entertaining. One anonymous source summed it up by commenting, "if they're going to copy *Zelda* they should've copied the gameplay first."

That's why, as I approach the end of the review, I feel reticent about the conclusion. This game should have been on the end of a high mark. But after the initial oohing and aahing at how lovely everything looks you soon find yourself becoming slightly frustrated at the amount of pain for no gain that's going in. This pain eventually becomes unbearable due to relentless tedium.

No doubt hard core adventure freaks will love *Speris* to death. But for the rest of us the connections between many of the events aren't as logical as they could be – many aren't logical at all – and this makes the game incredibly difficult. Anyone looking for a lovable romp along the lines of *Zelda* should steer clear.




Select the objects you want to carry from the inventory screen.

SPERIS LEGACY

Publisher	Team 17 / Ocean
Price	£25.99
Versions	A1200 / 4000
System requirements	2Mb
Release date	Late Jan

Graphics 8 out of 10
Smooth, colourful, bright and breezy.

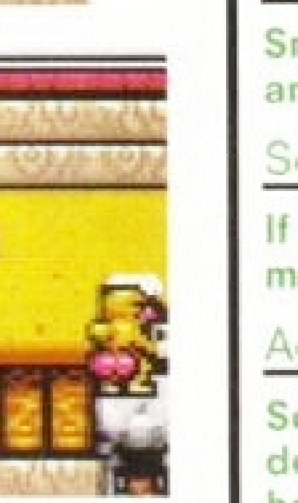
Sound 6 out of 10
If only I could switch the music off.

Addiction 5 out of 10
Sorry, but it wears you down after a couple of hours play.

Playability 6 out of 10
Nothing actually gets in the way, just the lack of entertainment.

Overall verdict
A smashing looking little game with loads of potential which has been sadly under exploited.

69%



Right: The baboons crack unfunny jokes, but you can buy a ring which comes in useful later.



Caught out by the spikes in the maze. Turn around and traipse about a bit until you find the dead end with the swiitch in it.

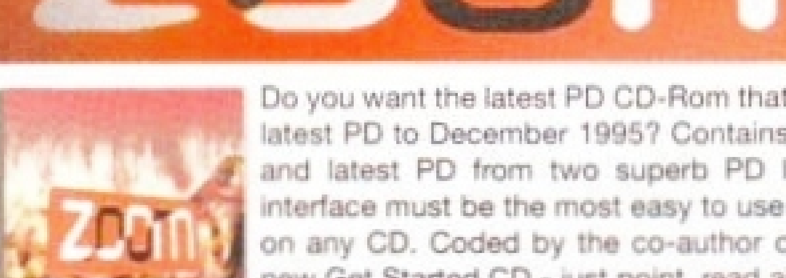
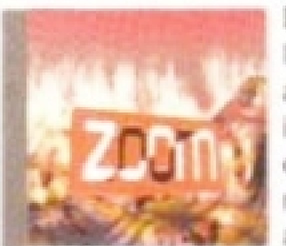


Cho, so cute he looks like a little girl cherub on a Christmas card.



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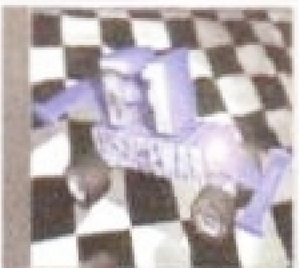



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All programmers receive a royalty for every CD sold. **£32.99**



COMMERCIAL SOFTWARE - NOT PD!

THE AMINET COLLECTION



Aminet 5	Out of Stock	£-------
Aminet 6	June 95	£12.99
Aminet 7	August 95	£12.99
Aminet 8	October 95	£12.99
Aminet 9	December 95 [Out Now]	£11.99
Aminet 10	February 96 [Pre-Order]	£11.99
Aminet 11	April 96 [Pre-Order]	£11.99

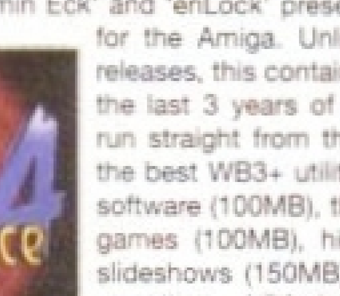
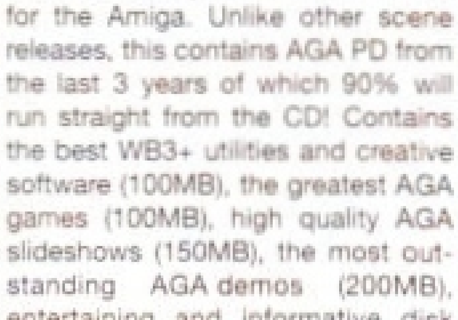
AMINET SERIES BI-MONTHLY
SUBSCRIPTION SERVICE
Every time an Aminet CD is released (usually bi-monthly) we will send it to you for £11.99 - pay by credit or debit card. Card debited on despatch.

AMINET COLLECTION VOL.1 £22.99
The Aminet Collection is a superb set of four CD's for any Amiga user. Contains Aminet 1-4, PD from '93 to December '94. 4 GIG's of data!

AMINET COLLECTION VOL.2 £24.99
Aminet Set 2 contains all the Aminet uploads since release 1. PD from December 1994 to November 1995. Gigabytes (four CD's) of games, utilities, demos, pictures, animations, tools, modules and more. Also contains 300 books from the Project Gutenburg CD-Rom.

AMINET SET 2 OUT NOW

NFA AGA EXPERIENCE

NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomin Eck' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licenced Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment makes the CD an absolute pleasure to use! This has got to be the most comprehensive CD-Rom for any AGA user. Want to show off the power of your new AGA machine this Xmas? Get this if you do! **£18.99**

BRAND NEW RELEASE

KLONDIKE GOLD

Have you entered the race to collect Klondike cards before your friends? Even the Amiga 'scene' has gone Klondike mad! This CD should contain over 300 cards, on release, all ready-to-run and in LHA format (for BBS and HD use). Many, many exclusive cards from Scene members. Klondike III running straight from the CD and a patch to allow you to use the cards from the CD-Rom! Also includes Card Games Deluxe, Cardz and tools such as DIY Reko, REKO GIO for Photogenics, REKO datatype etc.

new release! £9.99

17BIT DIMENSION V

Following on from the highly successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from the 17Bit Software Amiga PD library. The 5th disc in this series contains only the very best, hand selected, software including demos, games, utilities, graphics, artwork, disk magazines, music modules and mucg more. The CD is centered around an AmigaGuide style interface which allows you to read about each disk and then un-dms the disks to floppy. You cannot un-dms to RAD: with this release.



new release! £18.99

GET STARTED

Welcome to the Amiga's first truly AGA multimedia, point-and-click compact disc. Have you craved for PC-style multimedia CD's on your Amiga? This rivals and beats many PC interfaces. A CD to help any Amiga owner, from beginner through to intermediate level, understand their computer. John Kennedy drives you around the Internet, Steve Bye offers an AMOS tutorial, Dale Hemenway shows how an Amiga is used in professional Animation, David Taylor warns about virus problems and also discusses emulation, Delphus Visuals show you how to produce superb commercial quality animations, MIDICraft entertain you to the delights of Amiga MIDI, Stuart Morton teaches you how to get into programming, Larry Hickmott on DTP and more. This CD is like getting 12 issues of your favourite magazine - info online all the time! Even experts will be entertained by this CD - there is something for everyone. Not to be missed by anyone! Also includes the full version of Octamed 5.04, an exclusive Wordworth 'Test Drive' version, PD to Get Started and a full colour reference guide. For more comprehensive info refer to the separate advert in this issue.

Out February 1996 £29.99

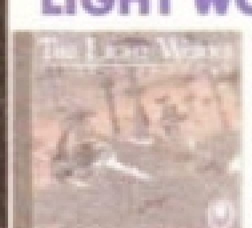
TEXTURE PORTFOLIO



Phantasmagoria are a professional company, based in Bristol, providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF for video titling applications. No wasted space on this CD-Rom - extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. A complete collection for Pro's and Amateurs.

new release! £28.99

LIGHT WORKS





A superb compilation brought to you by Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. Ideal for both experts and beginners. **£29.99**




Active Software, Dept CU12, PO Box 151, Darlington, County Durham, DL3 8YT

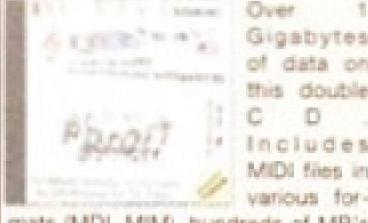
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When ordering add 75p for postage. Orders outside UK but in Europe add 75p per CD and rest of the world add £1 per CD for postage. Make cheques/P.O.'s payable to Active Software and send to the address above. You can also pay by credit card. Call to make sure CD's are in stock.

AMOS vol.2



This is an update to the first AMOS CD - the official library disks upto 638, general Amos PD over 200 disks. Also includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, several Amos and Amos Pro extensions. **£18.99**

SOUND WORKSHOP

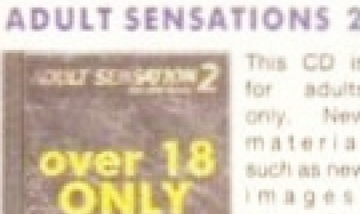
Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples. **£18.99**

ENCOUNTERS

Info that nobody wants you to read! Documents and pictures on UFO's since 1941: text from the FBI, CIA, USAF, top secret projects such as MJ-12, RED-LIGHT, SIGMA. Alien origins and their technology, cattle mutilations, crop circles, abductions, landings, crashed UFO's etc!

new! £13.99

ADULT SENSATIONS 2

This CD is for adults only. New material such as new images, sounds, games, mods etc. If this material offends you in any way please refrain from purchasing the CD. Proof of age (18+ only) needed when buying this CD. No proof = no CD. We do not condone or supply hard core material.

new!! £18.99

SCI-FI SENSATIONS



SCI-FI Sensations is an exiting new CD-Rom containing over 1000MB's of science fiction images, music, animations, 3D objects for Imagine and Lightwave, sound FX, documents/text, themtunes, information and SCI-FI games. Categories include Babylon 5, Startrek (the Original, TNG, Deep Space Nine, Voyager and the films), Batman, Dr. Who, Thunderbirds, Robocop, Bladerunner, Aliens, 2001, Battlestar Galactica, TRON, Total Recall and many other films. All the information is ready to run from the CD, Amiga, PC and MAC.

new release! DOUBLE CD-ROM £18.99

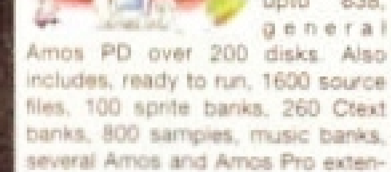
3D ARENA

A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Also attribute files, tutorials, utilities. **£19.99**

GIGA GRAPHICS

Giga Graphics is the ULTIMATE collection of graphics for the Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners. Want a picture of a landscape? What about an animal? This is the place! **£34.99**

WS CLIPART



Must be nearly third in the most popular CD ever produced. Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers. **£7.99**

LSD VOLUME 3

Hundreds of MB's of data, most of which have never before been included on a CD-Rom at the time of release! Contains software in both ready-to-run and archived formats: demos, diskmags, comms and computing, anims and pictures, music modules, original clipart, source code, games, utils, etc. **£16.99**

THE LIGHT ROM COLLECTION



VOLUME 1 £29.99 — VOLUME 2 £34.99 — VOLUME 3

Vol 1 contains 3D objects, many example images, image sequences, scene files, surface attributes, bump maps and textures. Light Rom volume 2 contains 100% Lightwave and Toaster material with over 300MB of data that didn't appear on vol.1. A superb collection for any raytracer!

Volume 3 contains 3 CD's containing over 4500 Lightwave objects, a showcase directory from artists across the globe, 700 textures, 3D landscapes, 1000 DEMs for Vista Pro etc, a collection of objects for Imagine, 3D Studio and Sculpt 3D. This CD is available now! 3 compact discs stuffed full with Lightwave material.

ORDER FOR ONLY £39.99

AMIGA EXPERIENCE



Contains demo and full versions of Amiga software. Includes full version of Scala v1.13, Imagine v2, Vista Pro v1, The Edge v1.721, X-Copy, Clarissa v1.1 and demo versions including Image FX 2, Interplay, Turbo Calc v3, InfoNEXUS v2.5. All these are ready to run from the CD-Rom.

new!! £24.99

SPECCY 2



Multi-platform CD with emulators for Amiga, Atari ST, Mac and PC. Loads of FAQs (Speccy related), games lists, wallpaper (.BMP) pictures for Windows and (.IFF) for Amiga. Over 100 different Speccy computer screens and loads of tape covers. Stuffed with over 1500MB of Spectrum games for a myriad of computers, so! Z80 files.

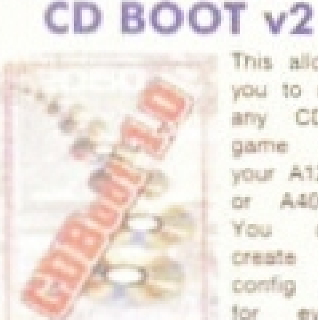
new!! £18.99

WORLD INFO 95

Your virtual guide around the world. Travel to places you have never seen before, get informed about your next/potential holiday. Preparing for a geography test? All the info you need is here. 194 countries, 700 cities, covering many different subjects. You need to have Mosaic setup to run the CD. 256 colour Workbench is also recommended.

new!! £34.99

CD BOOT v2



This allows you to use any CD32 game on your A1200 or A4000. You can create config file for every game. Comes with a complete English based manual and can run around 98% of CD32 games. **£24.99**

SOUNDS TERRIFIC



This CD contains over 1.2 Gigs of sound and music data. It will form part of any professional musicians library or amateurs collection. 4,600 modules, 14,000 samples, 568 Sonix scores, 4500 instruments, 302 octamed modules and more! **£14.99**

GFX SENSATIONS



A collection of the best graphics tools, 24Bit images, animations and a huge collection for Imagine and Lightwave users: Anatomy, animals, aviation, bathroom, botany, buildings, clocks, computers, food, kitchens, lamps, ships, space, sports and much more! **£16.99**

MEGA GAMES CDs





ASSASSINS 1 — GAMERS DELIGHT — POWER GAMES

A Mega-Bundle containing 3 superb CD's. The Assassins volume 1 contains over 500 games, many ready-to-run direct from a superb custom interface. CD32 compatible. Gamers Delight contains no PD games - solely Commercial stuff. Power Games contains tons of PD games, many ready to run from the CD. **GET 3 CDs for £24.99**

MEETING PEARLS 3



Contains 10MB of packing tools, 21MB of network tools, 29MB of development tools, 35MB of graphics programs, 13MB of AmiTCP data, 60MB of CD-Rom databases, 96MB pasTEX, 30MB of HTML data etc. A very easy to use CD along with a special edition version of CD-Write to edit your CD!

new!! £8.99

TEN ON TEN PACK

A Almathera collection, reviewed in this months magazine consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD. **£35.99**

C64 SENSATIONS

Gives you almost 10000 C64 demos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). Superb collection for Amiga and PC. **£16.99**

FRESH FONTS

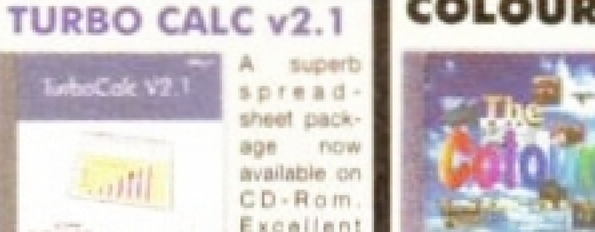





VOLUME 1 £14.99 — VOLUME 2 £16.99

Volume 1 contains 626 MBs of fonts, Deco (71 fonts), Non-Latin (31), Pictures (17), Serif (23), Sans Serif (31), Script (27). Volume 2 contains 632 MBs of fonts, Deco (63 families), Sans Serif (29), Script (36), Thienen (19) and more!

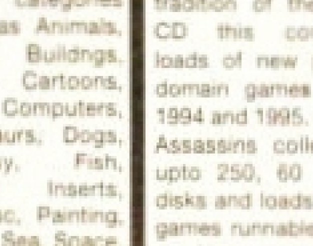
TURBO CALC v2.1




A superb spreadsheet package now available on CD-Rom. Excellent formatting capabilities, more than 100 functions, macro and AREXX abilities (120 instructions), sheet size limited by memory only, import of foreign spreadsheets and a comprehensive AmigaGuide manual.

new!! £9.99

COLOUR LIBRARY



1700 colour files with categories such as Animals, Boats, Buildings, Cars, Cartoons, Cats, Computers, Dinosaurs, Dogs, Fantasy, Fish, Flags, Inserts, Maps, Medical, Military, Misc, Painting, Photo, Places, Planes, Sci-Fi, Sea, Space, Sport, Star Trek, Swimsuit, Trains, Wars! You asked for a colour clipart CD - here it is! Colour clipart for nearly every occasion.

new!! £8.99

ASSASSINS 2



Following on from the tradition of the first CD this contains loads of new public domain games from 1994 and 1995. Entire Assassins collection upto 250, 60 utility disks and loads more games runnable from a superb custom written interface. Parnet and sernet provided for connection to host computers.

new!! £18.99

MEETING PEARLS 2



Carrying on the excellent tradition this entire CD is run from HTML "internet" style pages. More utilities, games, tools, music and Midi, FAQ's, PasTEX files and MB's of other data. This CD is similar to the Aminet series except it could be classed as more technical. **£8.99**

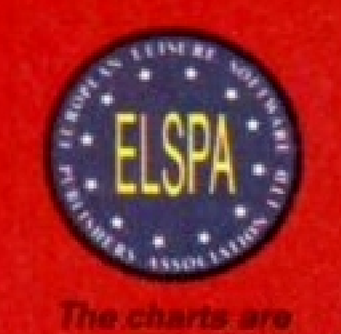
WS FONTS

Another popular Wierd Science compact disc. This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more! **£7.99**

WS ANIMATIONS



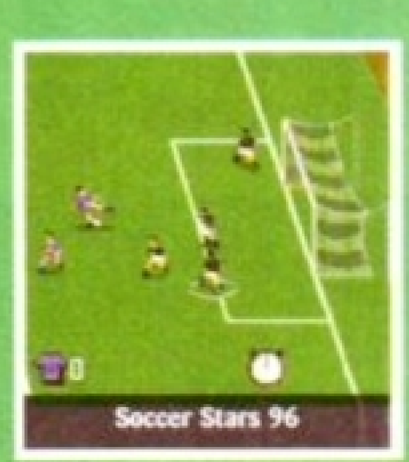
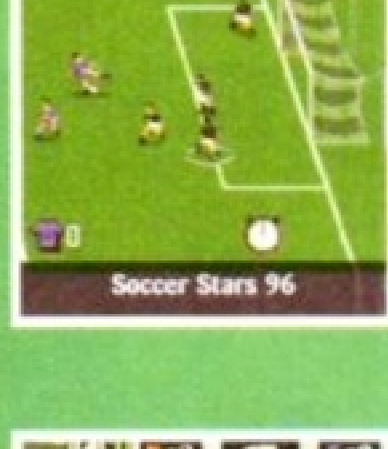
A double CD animation extravaganza! All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC. **£14.99**

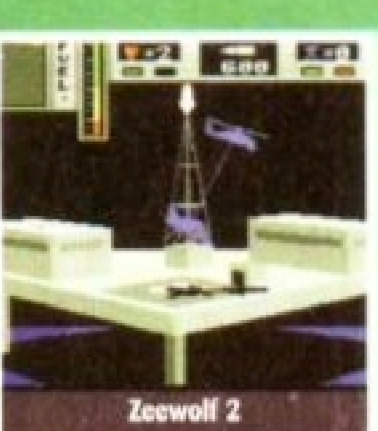


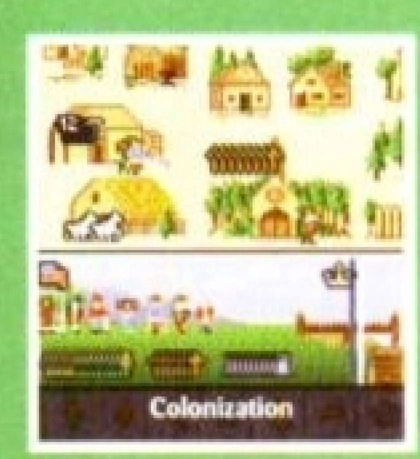
THIS MONTH'S charts

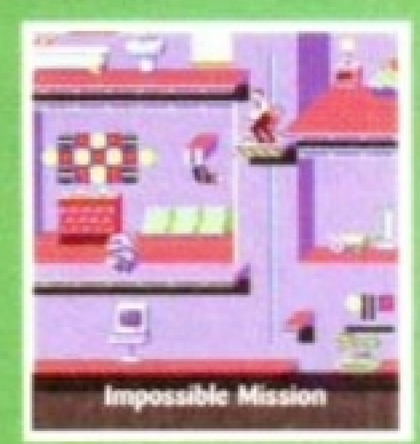
Despite lame knockings elsewhere, Amiga fans have rallied and bought *Worms* in droves and droves. In fact it's fast approaching 50,000 sales.

THIS MONTH'S FULL-PRICE TOP-20



Soccer Stars 96

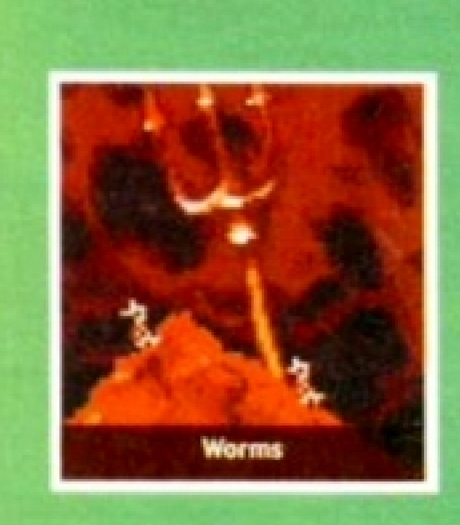

Zeewolf 2

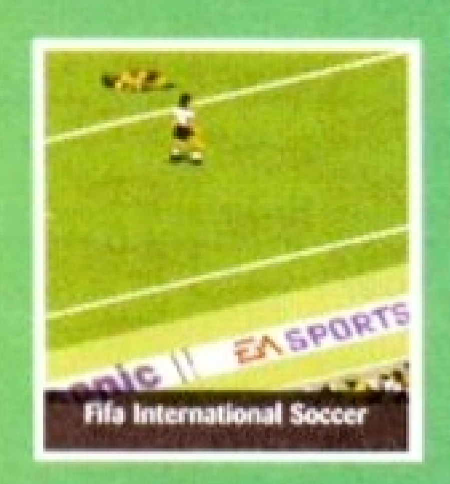

Colonization


Impossible Mission

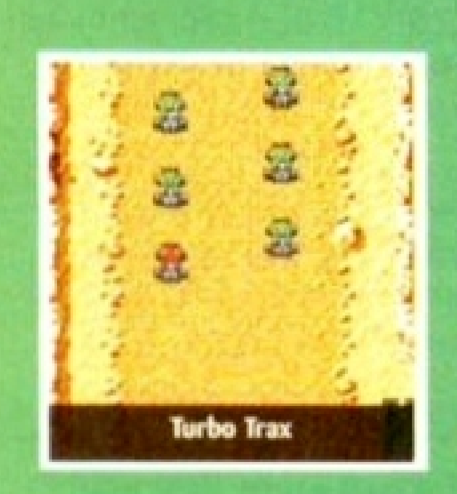


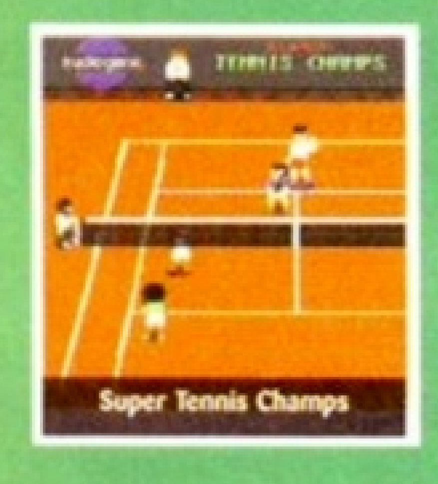

	1	(1)	Worms (Ocean/Team 17)	FG90%
	2	(2)	Sensible World of Soccer (Renegade)	FG95%
	3	(5)	FIFA International Soccer (Electronic Arts)	79%
new	4	(-)	Soccer Stars 96 (Empire)	73%
	5	(7)	Premier Manager 3 (Gremlin Interactive)	85%
	6	(17)	Combat Classics 3 (Empire)	81%
	7	(3)	Super Skidmarks (Acid)	FG92%
	8	(15)	Colonization (Microprose)	FG95%
	9	(8)	Ultimate Soccer Manager (Anco)	84%
	10	(12)	Sensible Golf (Virgin)	81%
	11	(6)	World Cup Year 94 (Empire)	85%
new	12	(-)	Zeewolf 2 (Binary Asylum)	FG90%
	13	(10)	Cannon Fodder 2 (Virgin)	89%
	14	(4)	Player Manager 2 (Anco)	81%
	15	(Re)	Powerdrive (US Gold)	67%
	16	(Re)	World Cup USA 94 (US Gold)	48%
	17	(Re)	Rise of the Robots (Mirage)	18%
	18	(Re)	Turbo Trax (Arcane)	79%
	19	(16)	Super League Manager (Audiogenic)	80%
new	20	(-)	Super Tennis Champs (Audiogenic)	FG90%


Worms



Fifa International Soccer


Turbo Trax



Super Tennis Champs

TOP-10 CD³²

1	Impossible Mission *Microprose*	*
2	Powerdrive *US Gold*	67%
3	Subwar 2050 *Microprose*	84%
4	Super Skidmarks *Acid*	FG92%
5	Roadkill *Vision Software*	80%
6	Pinball Fantasies *21st Century*	81%
7	Speedball 2 *Renegade*	FG91%
8	Gloom *Black Magic*	FG91%
9	Last Ninja 3 *System 3*	*
10	Rise of the Robots *Mirage*	18%

TOP-10 BUDGET

1	USM Data Disk *Impressions*	*
2	Mortal Kombat *Virgin*	77%
3	Formula 1 Grand Prix *Powerplus*	FG94%
4	Monkey Island 2 *Kixx*	FG95%
5	Football Glory *Hit Squad*	80%
6	Club and Country *Boms Ltd*	49%
7	Tactical Manager *Hit Squad*	78%
8	Treble Champions 2 *Challenge*	*
9	The Settlers *Blue Byte*	FG94%
10	Atomino *Psygnosis*	74 %

TOP-10 A1200

1	Alien Breed 3D *Team 17*	FG93%
2	Player Manager 2 *Anco*	86%
3	Fears *Manyx*	FG92%
4	Roadkill *Acid*	80%
5	Gloom *Black Magic*	FG91%
6	Subwar 2050 *Microprose*	84%
7	Soccer Stars 96 *Empire*	74%
8	Ultimate Soccer Manager *Impressions*	81%
9	Coala *Empire*	85%
10	Rise of the Robots *Mirage*	18%

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk/computing/amigaformat.html.

*Due to be reviewed soon.

Richard Jones checks out the completed version of Effigy's top pinball game and decides The Future is a good place to be...



Pinball Prelude
The Future Table

PINBALL PRELUDE THE FUTURE TABLE

Publisher
Effigy Software 01526 834020

Price
£19.99

Versions
A1200

System requirements
AGA only, 2Mb minimum

Release date
Out now

Graphics 7 out of 10
3D and futuristic, but not the game's strongest point.

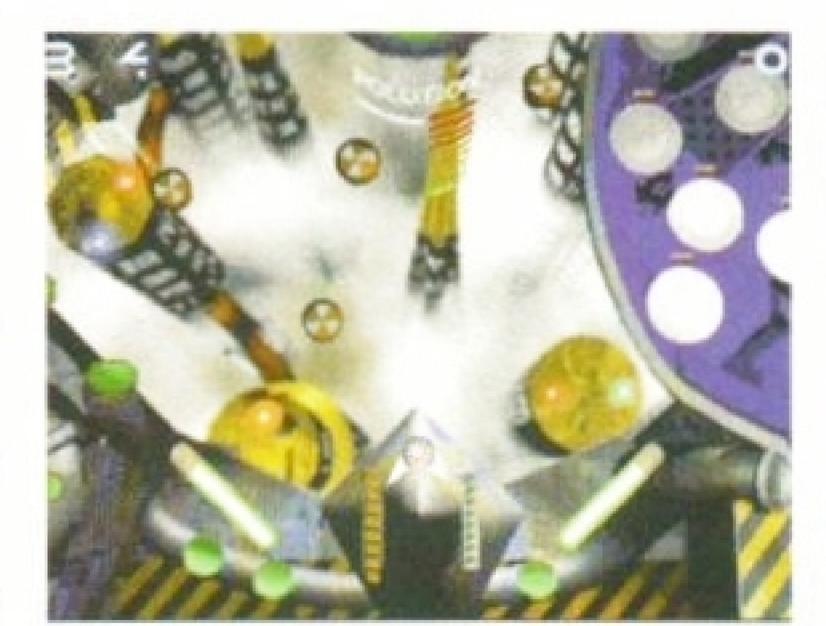
Sound 7 out of 10
Futuristic bangs, clangs and whizzes. And the occasional siren.

Addiction 9 out of 10
Like the other two tables it'll hook you.

Playability 9 out of 10
More difficult than the other tables, but just as playable.

Overall verdict
If this table had been on the original mail order version, *Pinball Prelude* would have got a Format Gold. So it seems only fair to give it one.

90%


Fire the ball out of the thing in the middle...


Watch it ping around the table to the side...



And try to work out what's happening.

Pinball Prelude is the silverball affair we reviewed last issue and suggested that it could be the finest thing with flippers ever seen on the Amiga. But we stopped short of awarding it a Format Gold because the third table, *The Future*, was crap.

In fact, it transpired that *The Future* wasn't finished - we've been there so we know. But now it is. And here's what it's like.

The Future bears only a passing resemblance to the half-finished version we saw last month. Unlike the other two tables, The Past and The Present, it's a 3D game, but like the others it relies on imaginative gameplay and tricky shots for its charm, rather than glitzy graphics and flashy things.

It's the most difficult of the three tables. Whereas you were almost certain to get a multiball sooner or later on the other tables, this one requires stealthily laid plans and finely executed shots. Damn!

The Future is fast. There's one particular shot when you ping the ball round the right-hand tube that returns it at the speed of light, or faster. In these circumstances it's best to leave the flippers down and hope for a lucky bounce. Valiant attempts to thwack the ball back up the table at twice the speed only result in humiliation and the loss of a droid (as balls are known in *The Future*).

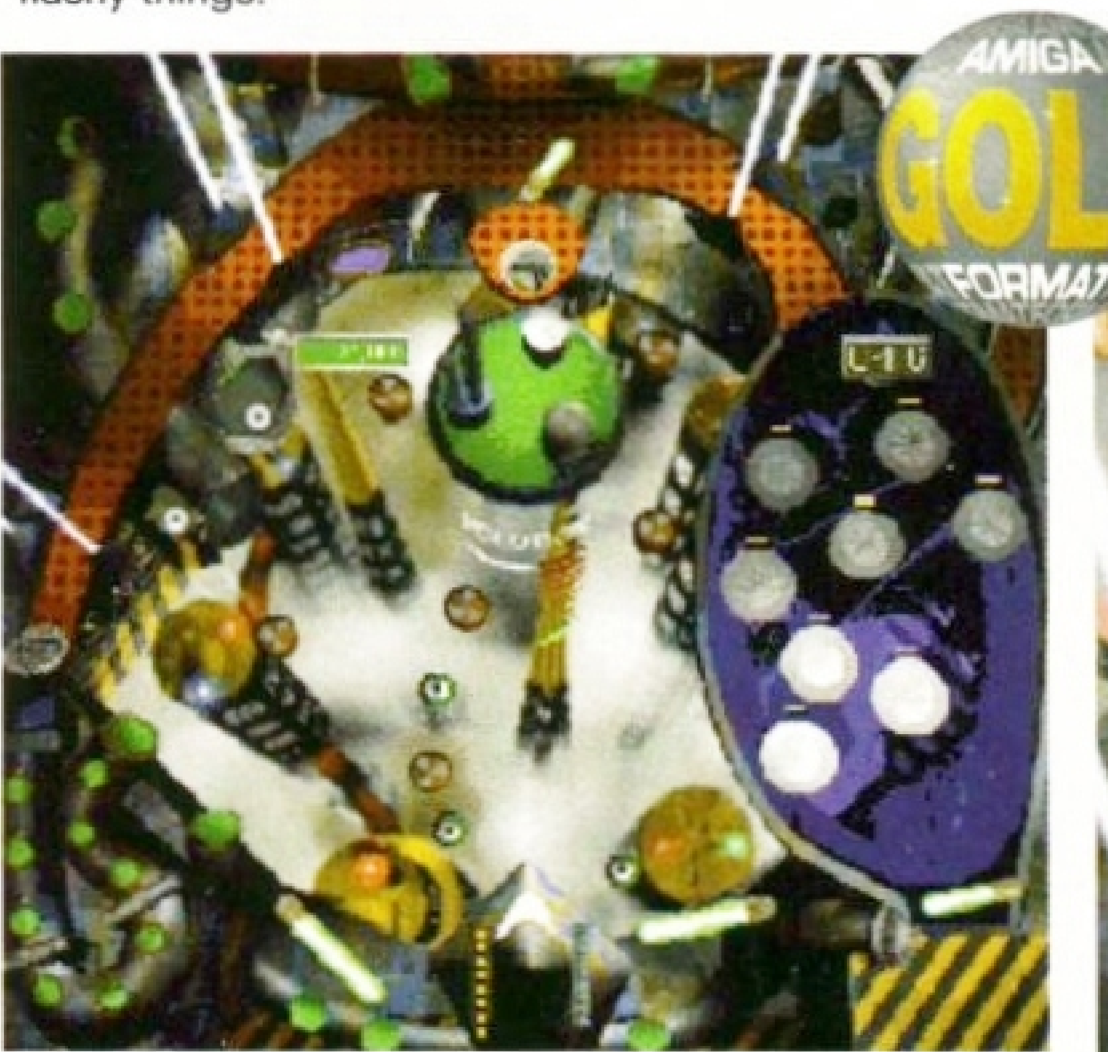
But keeping the ball in play isn't really the challenge of this table. What you want is multiballs, and that's the tricky part. You see, it's not entirely clear how to get them – the on-screen prompts tell you what to do, but fail to suggest how you might achieve it. For example, after you've lit the eye (hit the ball round the right tube a given number of times – tricky shot) you are implored to Loop The Cleaner. Given the absence of domestic servants among *The Future* features, it's a matter of trial and error to determine that "The Cleaner" is the tube thing on the left side of the table.

It's also not entirely clear how the mini-table feature on the right side works, but, hell, it's fun anyway.

Reviewing *The Future* in isolation perhaps doesn't give a fair overall impression of the quality of *Pinball Prelude*. Because *The Future* works in different ways and requires different skills to The Past and Present tables, it makes *Pinball Prelude* a fantastically varied game. Not so much a pinball simulation (who needs 'em) but a top game with flippers and balls.

AMIGA GOLD FORMAT

■ What you really want is a multiball – and that's the tricky part of the equation.





Above: Loop The Cleaner and marvel at the Eye Multiball.
Right: Use the little flipper to bat the ball right or left.



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Where is the Amiga going? Amiga Technologies' plans, Amiga visions, possible industry comments
And Finally
Credits, thanks and anything we have forgotten!

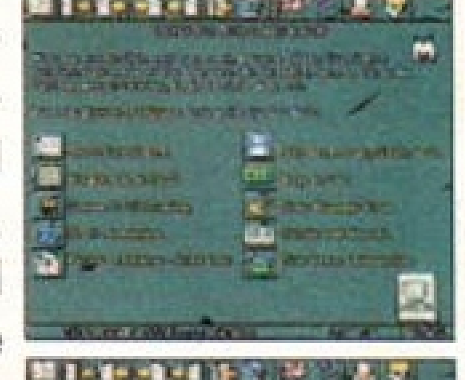
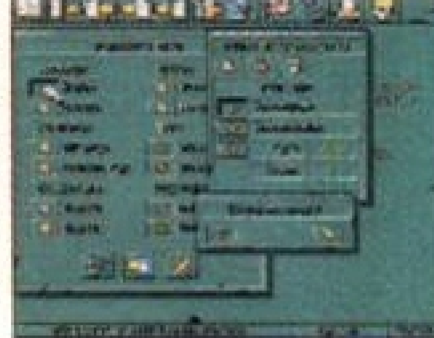
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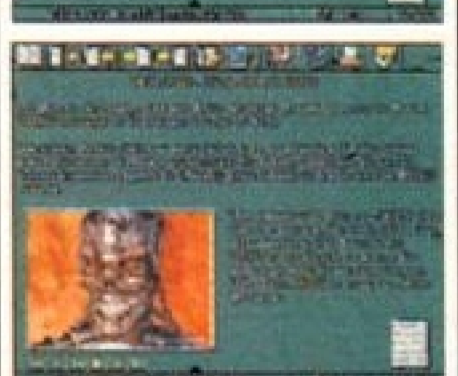
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Out Early February 1996
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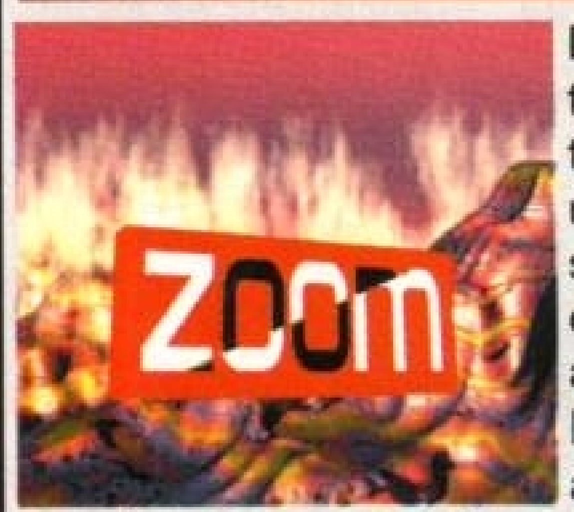
Above are four screen grabs from an early version of the Get Started CD interface: The main page, 256 colour windows, the floating dictionary and an animation example.

And Starring!

Kev and Gareth Craft	- Amiga MIDI	- MIDICraft
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David Taylor	- Various	- Freelance Writer
John Kennedy	- Various	- Paragon (Freelance)
The Active Software team!	*- All the other work*	

RELEASE 2

- **NEW SEARCH ROUTINE** — the multi-tasking search/find will seek program names or code numbers
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- **NEW DIRECTORY STRUCTURE** — access "Utilities", "Demos", "Games" etc much more easily through a new directory layout
- **OVER 250 NEW DISKS** — Over 200 new disks have been added since the release of ZOOM ONE in early 1995
- **RESTYLED, REDESIGNED AND REMASTERED** — new help and information guide, restyled artwork, reworked interface etc etc!

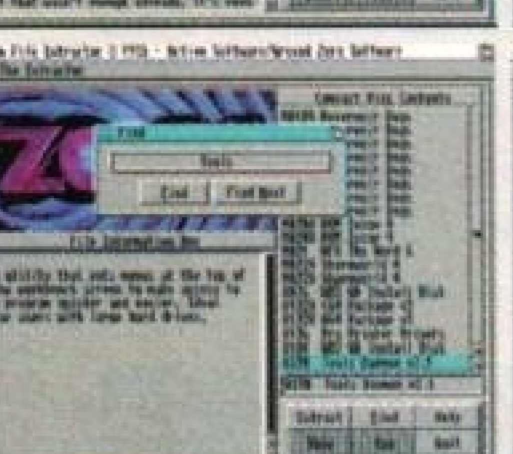


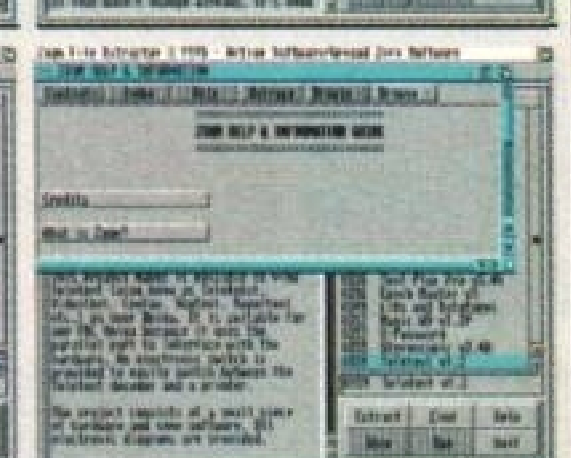
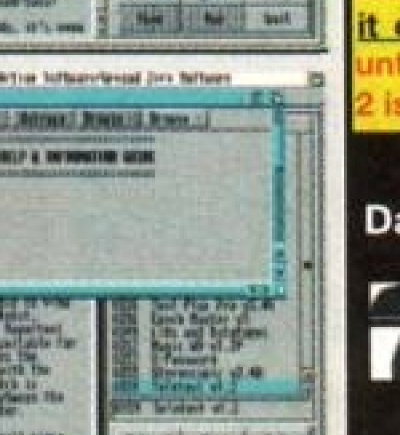
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The images below show the ZOOM release 2 interface in various guises: the main interface, extractor window, help guide, UN-DMS window, search/find tool and the new directory structure.

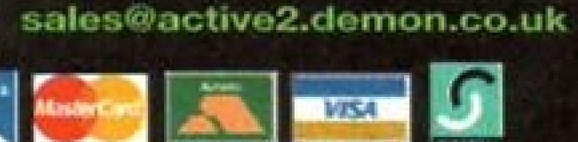


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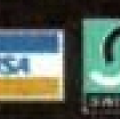
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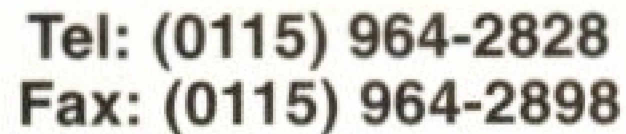




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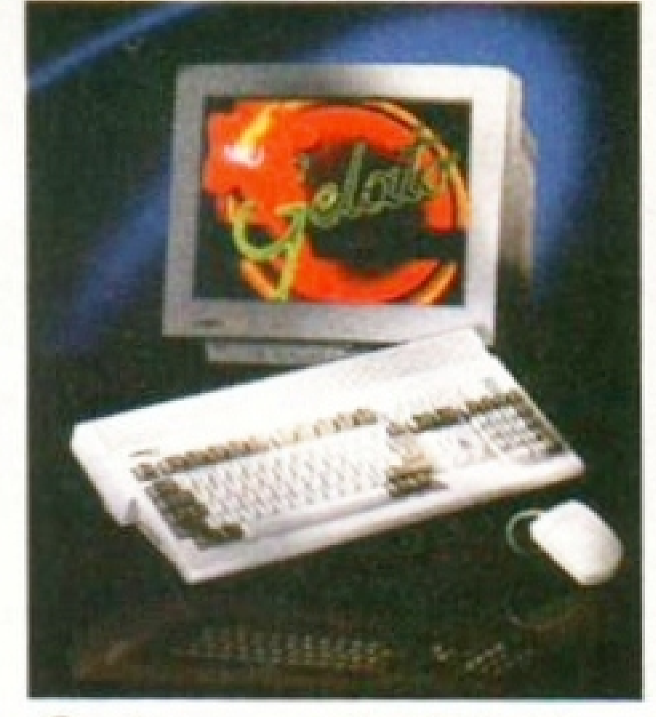
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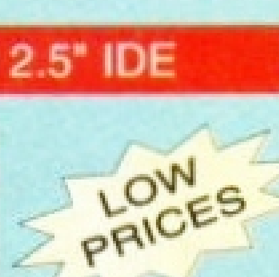


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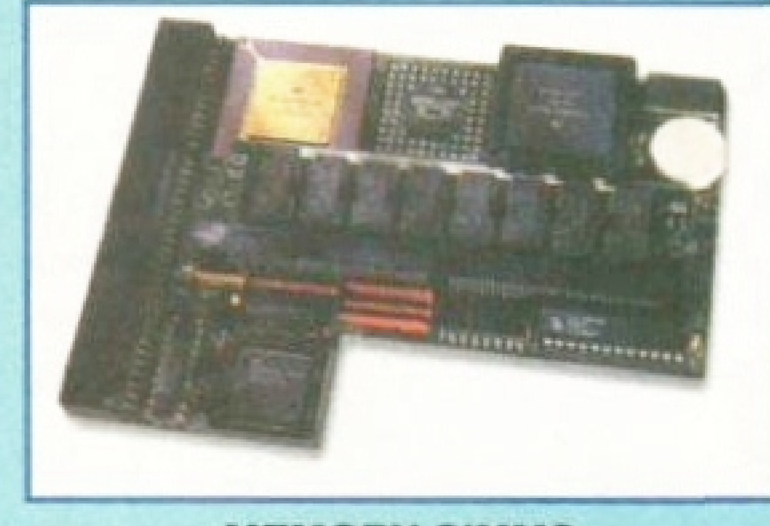
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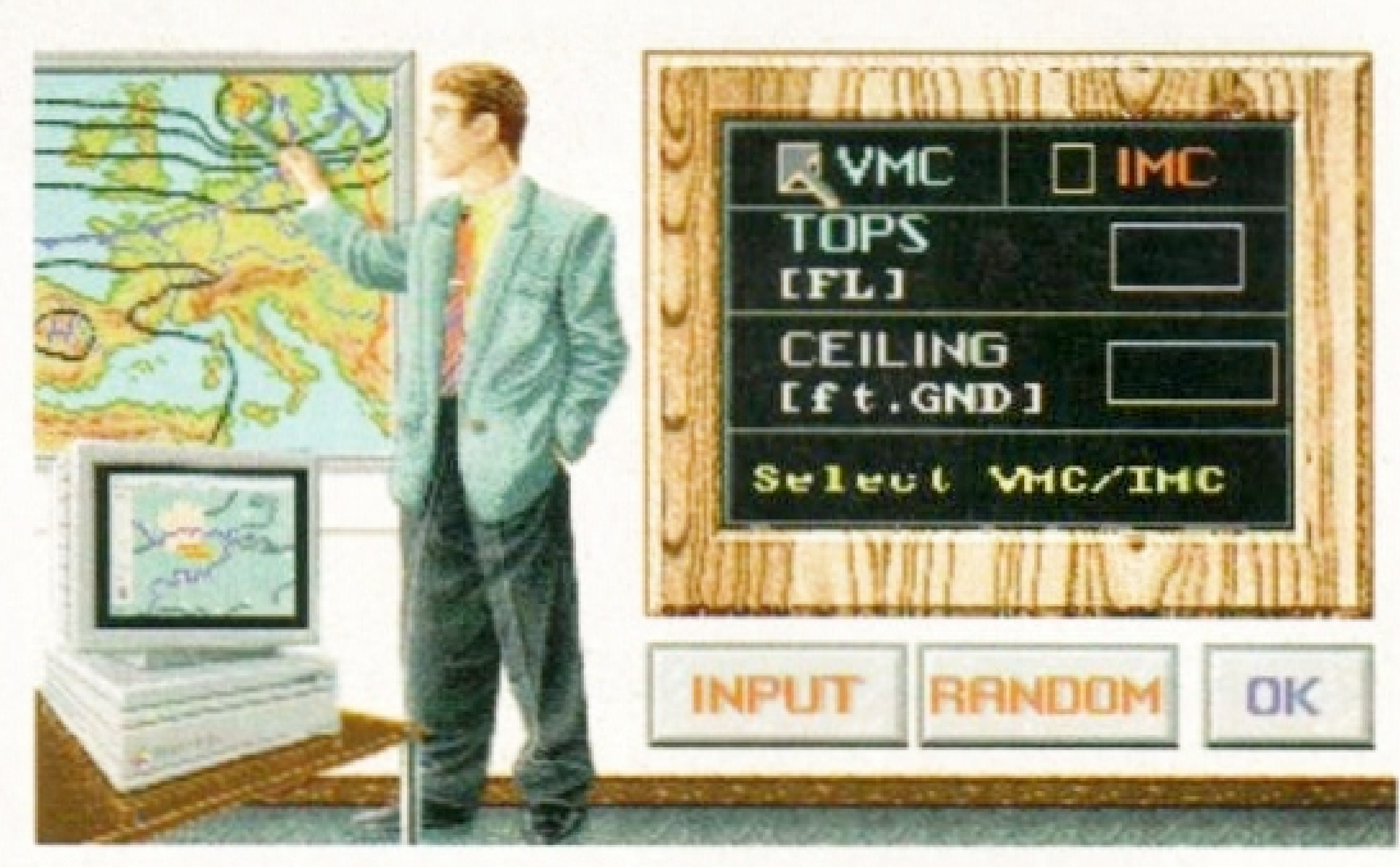
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Here's the main pre-flight screen. The whole game is this exciting.



Before taking off, you'll have to chat with the weather man.

Airbus A320 II

Ever fancied flying a commercial aircraft simulator? David Taylor finds out how you can make your dreams of becoming a pilot come true!

Flight sims have always been popular. They allow you to take to the skies, engage in dogfights, fly in the Battle of Britain, take the controls of Stealth Fighters or...try your hand at flying an Airbus. Hmm. If there was ever a "serious" game, this is it; we are talking about pure simulation. You are the pilot of an airbus; you get your flight plan and fly between airports.

In an attempt to get some gameplay in here, the makers have added pilot ranks. The aim is to be promoted from Student Pilot to Chief Pilot. How? Fly about a lot and don't kill all your passengers.

Before starting your career, you'll do well to try out the training mode to see how things are done. The manual contains a brief guide for your initial flight, but unfortunately it is badly put together. If a game has 150 pages of manual the information needs to be supplied in a logical order.

The tutorial chapter omits to tell you about entering the elevation code for the airport – this information is hidden earlier in the manual in what seems to be an unrelated area on enhancements. Without this information, your Airbus sits switched off on the ground. It is, I guess, a bizarre and tedious form of copy protection

To start the game, you need to fill in the pre-flight information, with details of the airports you'll fly to and from, what time you'll depart and with what cargo, passengers and fuel. At this point, you may get slightly wary, because the mouse control is all over the place. It would have been very easy to put a better interface in for this information. In fact all the pre-flight graphics are pretty dull DPaint efforts.

Anyway, soon enough you're sat in the cockpit ready to start her up and find a runway. After a highly exciting time spent taxiing, you can whack the engines up to full throttle and take off.

A couple of things seem amiss here. Firstly, you can be bombing along at over 100 knots and not really have yourself correctly aligned on the runway and it doesn't seem to matter. Secondly, it doesn't matter how the nose is set on the ground, as soon as you hit over 130 and pull back, the plane takes off.

You can fly around a bit and then try a landing which is infinitely more difficult than taking off. The actual flying part is OK. with reasonably smooth graphics, but the flight is very, very slow and even with accelerated time, you soon find yourself bored enough to start playing around.

This is an update and has had the autopilot revised and "seek and hold" functions added. The Europian scenerio has been extended to include more countries and there are 29 new aerodromes and 200 new navigation radio beacons (wow!). The visual improvements are especially welcome, but *Airbus* is never going to be very engaging

The problem is it is very realistic and consequently very boring. If you ever wondered how un-exciting flying an Airbus is, if you've always wanted a simulation of a bloody big plane, then your prayers have been answered. Just don't buy this thinking it's another F117-A because you'll be in for a big shock.


Taxiing around trying to find the runway.


And we're in the air at last. Not much to do now except engage the autopilot.

AIRBUS A320 II

Publisher
Mirage 01260 299909

Price
£29.95

Versions
All Amigas (A1200+ recommended)

System requirements
1MB

Release date
February 1996

Graphics — 6 out of 10
Slightly jerky, but you're not exactly zooming around, so it looks OK.

Sound — 1 out of 10
Tedious engine drone. Mind you, what did you expect?

Addiction — 2 out of 10
Doesn't make you want to be a pilot.

Playability — 4 out of 10
Considering the complexity, it's not too hard to get to grips with.

Overall verdict
It's what A320 Airbus lovers all over the world have been waiting for. It's almost not fair to rate this as a game. It's pure, tedious stimulation.

60%



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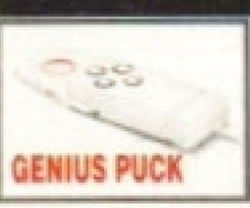
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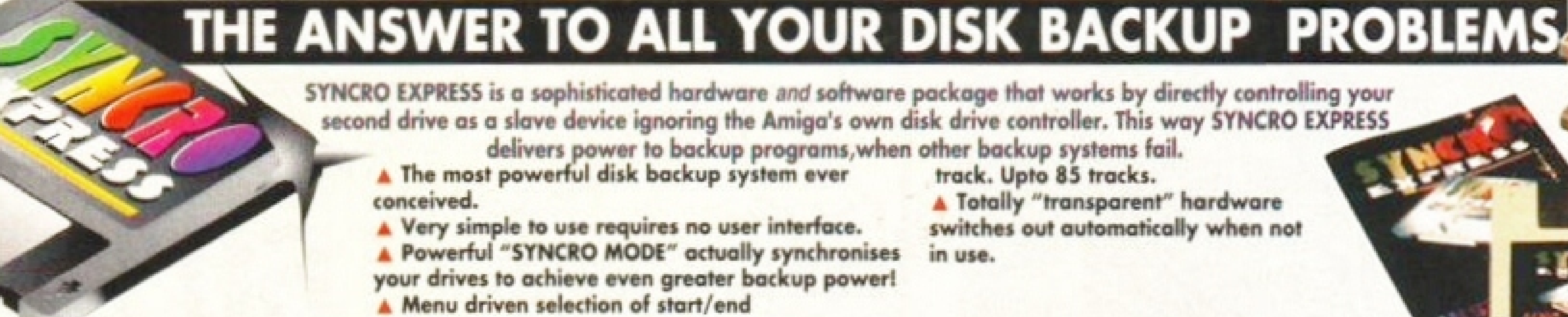
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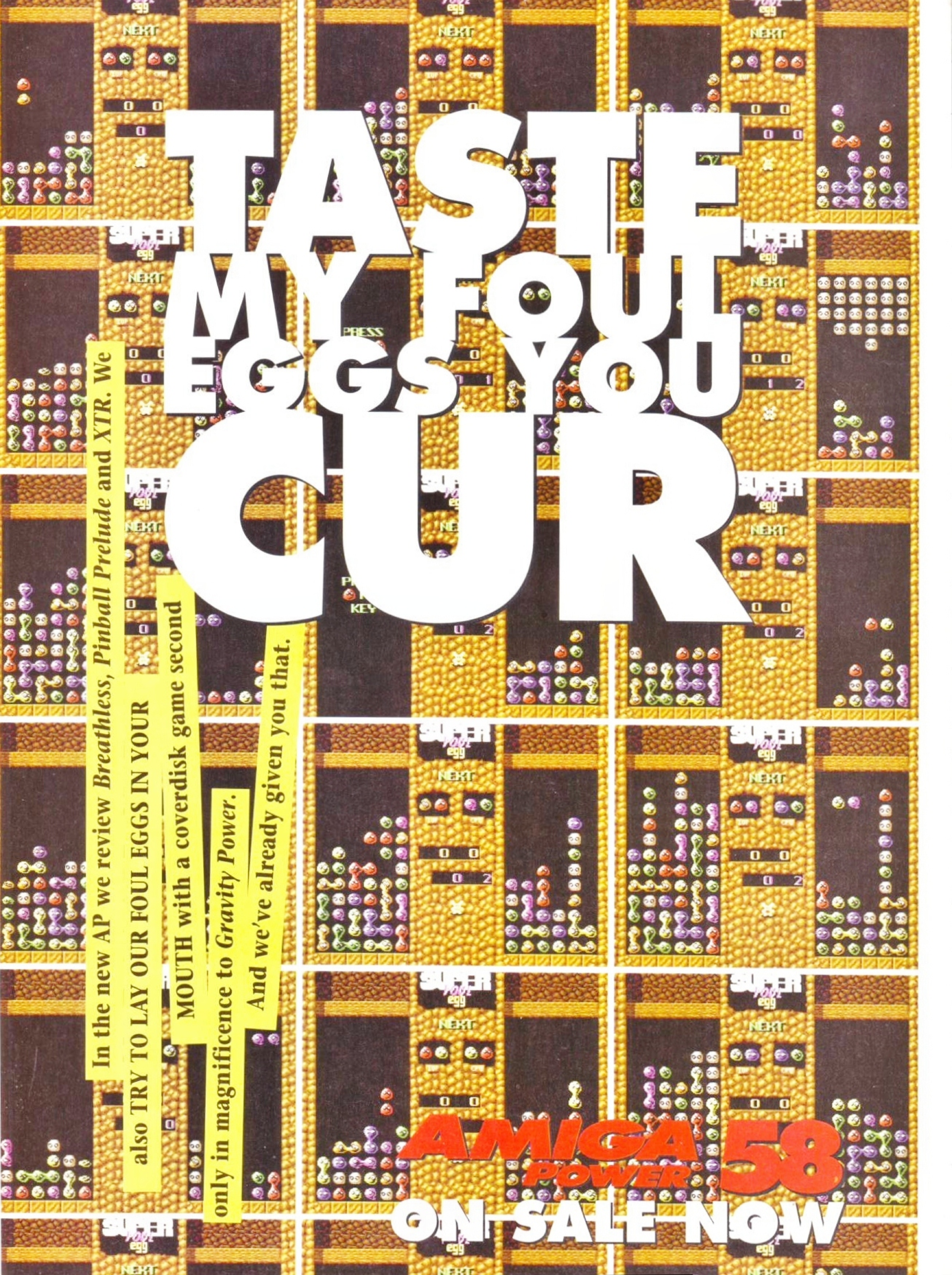
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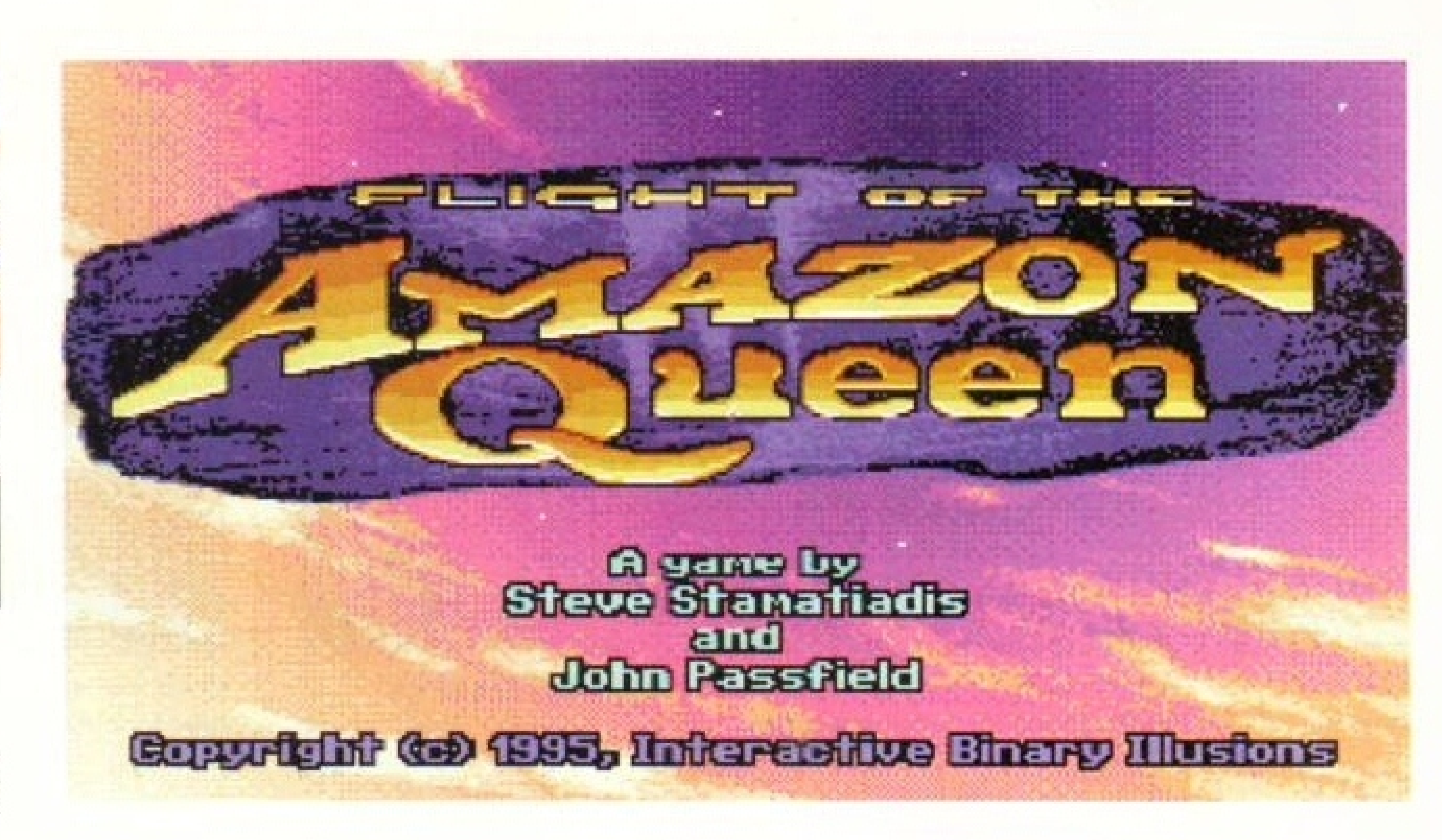
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Above: The nasty Anderson tries to stop Joe taking Faye to the Amazon, but a swift right hook is about to sort him out.



Right: Even the intro sequence is very film-like, though thankfully you can skip through it with the escape key.



The German leatherware factory deep in the Amazon – Joe has rescued the princess but just as they are about to leave the alarm sounds...

Flight Of the Amazon Queen

The rather delayed *Amazon Queen* has finally arrived, Nick Veitch **met it in the baggage hall.**

You may be too young to remember (which I should just point out that I am) the supporting features at the cinema, the likes of King of the Rocket Men and Flash Gordon. But you must have at least seen them on BBC2 at some stage. A sound knowledge of the genre would stand you in good stead should you decide to tackle *Flight of the Amazon Queen.* It is a rolling, rollicking pastiche of the entire history of cliffhanger serials, from Undersea Kingdom to Tales of the Gold Monkey.

Ok, it is just a point and click adventure, very much in the style of Monkey Island, but it fulfils most of the criteria for being dubbed an interactive movie of sorts.



"No, don't go up, you're walking into a trap," scream the audience. Too late, Joe will shortly be locked in a room upstairs and will have to make his way past a steel door before tackling the goons in the lobby.



There are any number of possible captions to this, but as birds outnumber blokes on AF, I think I might just let it slide...

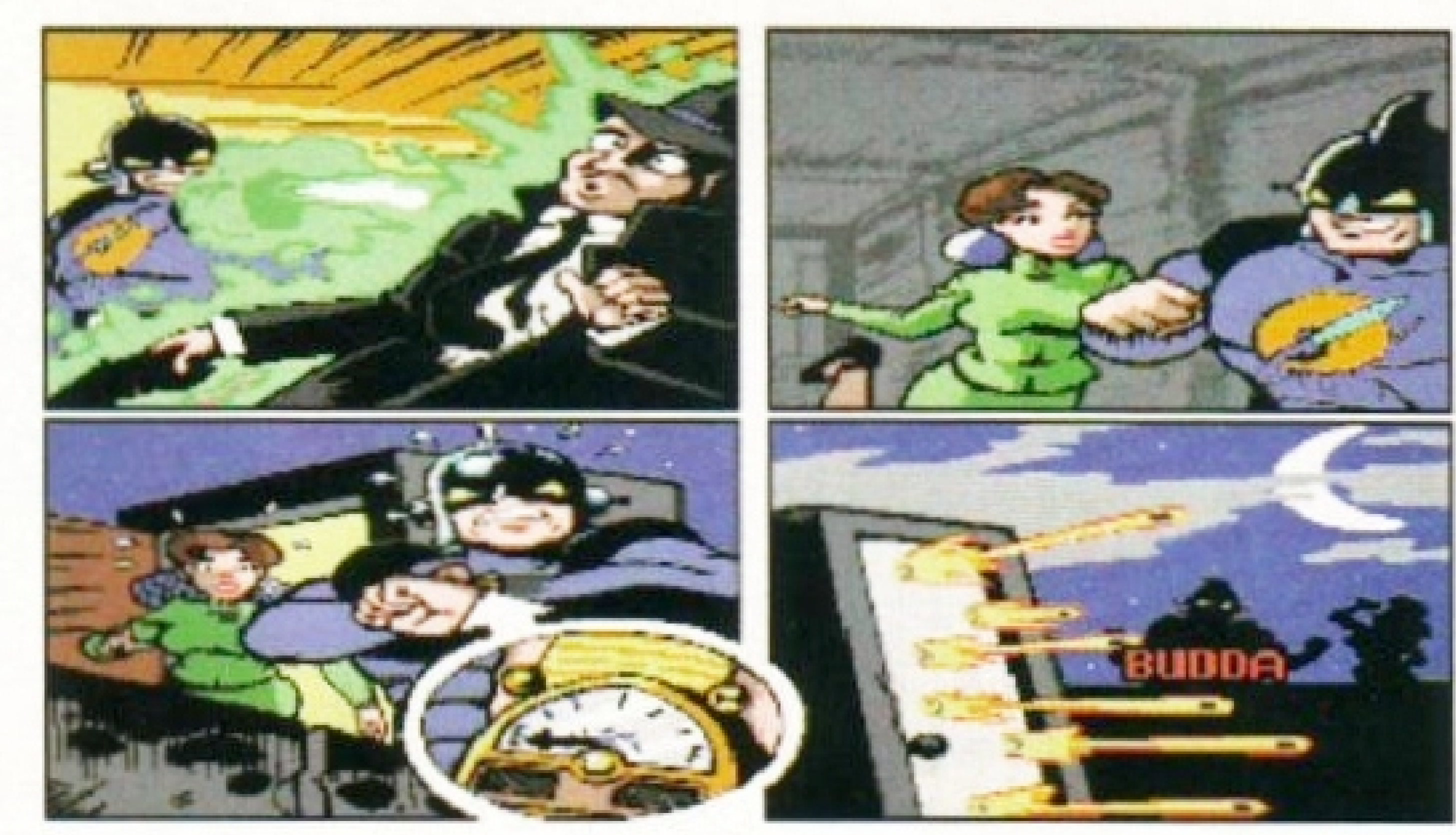


Play is broken up by a number of funny, stylistic and informative cutaway sequences.





The comic book that you pick up is a little clue-filled story in it's own right, as the magnificent Commander Rocket battles the bad guys.



Oooh, the tension and drama as the Captain rescues the bird and makes it to the rooftop, but what's this – his rocket pack has run out of fuel.

We are talking low res 32 colour graphics, but the skill with which the whole thing has been put together is outstanding.

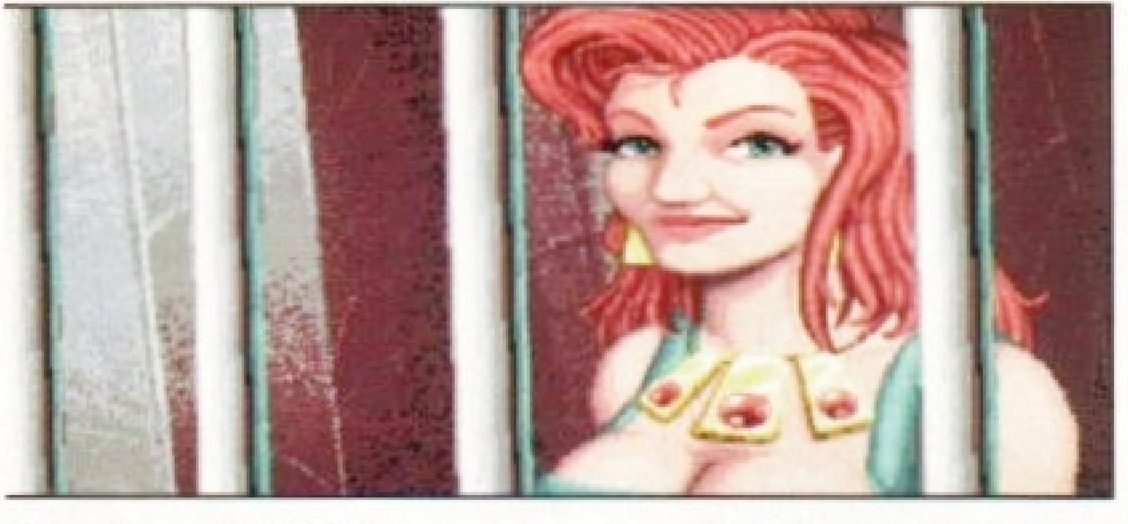
The basic plot, is that Joe is transporting a movie star to a location shoot in the South American rainforest, but the plane crashes in the Amazon, where Joe uncovers a plot by a mad scientist to take over the world. Seems quite reasonable compared to some of the things Rocket Man got up to...



This looks curiously like the cover of an old issue of Amiga Power. Except they had an oil can in theirs – hmm, I wonder what is under the hay? And what exactly is that chicken doing?

As an adventure, in many parts it is not too difficult. If your idea of fun is spending three hours trying to unravel a puzzle (and hey, it takes all sorts) you aren't going to get many kicks out of this. It does proceed at about the right pace though, and in spite of it only coming on 11 disks, it is vast.

It helps, that unimportant objects are treated as such in the game. If you try to search for something which plays no intrinsic part, Joe will say something like "well, I could do that but it would be a waste of time". After a while you get to recognise how the game works. Very seldom are the puzzles complex and bizarre and most of them follow along the lines of logic. That isn't to say you don't have to think, but you don't have to think laterally too often.



The rather delightful Princess Azura. If you get her out of the cell you can not only continue the game, but she'll be ever so grateful.

If this sounds a bit dull, then perhaps I am just not doing a very good job of describing the game. It is a joy to play, mostly because it is just plain funny, and there are plenty of hidden parodies to chuckle at. I don't really want to give away anything which may spoil your enjoyment of the game, but for example, there is one part where you have to get past a gorilla blocking your path. This is only achieved by pointing out that there are no gorillas in South America, and therefore it can't really be there, at which point it disappears.

A lot of the plot relies on dialogue, and in what has become a familiar style, you are given a choice of several possible replies at each point. Obviously, at least half, if not all, of these are wisecracks. Well, it made me laugh.

It is not only funny, but well sequenced. It has a movie feel to it, helped along by the cutaway shots. These are non-interactive elements which advance the plot. Shortly after you land in the jungle for instance, you will be treated to a sequence



The mouse control is very simplistic and intuitive – there are only eight different actions to chose from, but that's all you need.



Locked in the first location of the game, it should only take you a few minutes to work out how to escape through a locked and bolted solid steel door. Now what would Indiana Jones have done?



Yes, of course, it's the old knot the sheets together, tie them to the radiator and escape through the laundry chute trick – But don't forget to take your hat.



But fortunately he comes up with a cunning plan. The jolly strong spirits in his hip flask make an excellent substitute fuel. Take note.



You don't have to juggle around with vast inventory screens, or ever worry about how much you could feasibly carry – I wonder if there is an asbestos suit in that cupboard?

showing the evil professor in his lab, perfecting his evil dinosaur ray on the natives. In my *Writing For The Movies* book it advises that: "In adventure stories, short cutaway scenes can help maintain the pace of plot development and provide a convenient way of cutting between scenes". Sounds good to me, and the book was written in the '50s too.

Playing from floppy drive can be a bit of a pain. Okay, a thorough and professional job has been made of compressing this game onto only 11 disks, but I'm afraid if you load a save game and have to make eight disk swaps, you are going to be pretty peeved. I know I was. A lot of the cutaway sequences seem to require disk changes as well, which rather defeats the object.

Fortunately though, the saved games are quite small and if you are lucky enough to have a hard drive, this is the perfect game to while away the hours with. Compulsive, addictive and above all, funny.

FLIGHT OF THE AMAZON QUEEN

Publisher	**Time Warner Interactive**
Price	**£29.95**
Versions	**All Amigas**
System requirements	**1Mb**
Release date	**Out now**
Graphics — 8 out of 10	**Excellent animations and beautifully constructed scenery**
Sound — 6 out of 10	**Soundtrack adds character, but gets a little tedious before long**
Addiction — 9 out of 10	**It is terribly compulsive – you wouldn't want to leave the cinema in the middle of a film would you?**
Playability — 9 out of 10	**Easy control method, amusing plot, plenty of clues and nothing too frustrating - some could call it shallow, but it's excellent fun.**
Overall verdict	***The entire back catalogue of cliffhanger serials combined, pastiched, elegantly re-mastered and repackaged into one terrifically amusing game. On the Amiga.***

88%

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As the CD32 trundles along at a merry old pace, we told **Steve McGill** to give us the bigger picture. He said, "Here it is. Check it out."



CD32 Check

COMING SOON

Odyssey CD32

Audiogenic
Release; Imminent

We reviewed the floppy version in *AF76* and absolutely loved it. The programmers are big fans of *Exile* and in parts it shows. The secret of success lies in changing into certain creatures with different powers. A beautiful little game.

Fears CD32

Guildhall Leisure
Release; Imminent

Another impressive-looking *Doom*-clone. It's similar in style to *Gloom* with levels galore and serial-link options. The demo we've seen looks great with smooth, quick screen-updates and some strange monsters.

Andre Agassi Tennis CD32

Guildhall Leisure
Release; Imminent

After a journey taking it half way across Europe and then back to New Zealand, Acid's alleged definitive tennis game will be arriving shortly on floppy and a few weeks later on CD32.

The Lost Eden CD32

Virgin
Release; Imminent

You are Adam in Eden, making pals with the animals in this point 'n' click adventure. The consequences of your actions are shown in a series of stunning rendered, movie-style clips. Looks great, but will it play?



ALIEN BREED 3D: One of the best things about the *Alien Breed 3D* denizens is that they all have their own and distinctive attack patterns. This guy here is a very tough customer.

SUBWAR 2050

(AF78 84%)
Microprose 01454 326532 ■ £29.99

An interesting hybrid of submarine and flight simulation based around a mission structure that demands true submarine tactics to succeed.

Most of the action is viewed through a head up display which gives you a view of the surrounding ocean and the thermal layers that make up the varying depths.

Light sourced graphics and spookily realistic underwater sounds enhance the atmosphere of the game. Great stuff.

ALIEN BREED 3D CD32

(AF79 93%)
Team 17 01924 426 7776 ■ £29.99

The only true 3D environment *Doom* style game to make it onto the CD32 so far.

As expected, it's a winner. Retains the gameplay of the computer original and adds an ambient soundtrack to boot. Unfortunately, the soundtrack can't be switched off and can soon become very annoying.

Control using the CD32 pad is top notch.





WORMS

(AF80 85%)
Team 17 01924 426 7776 ■ £29.99

The ultimate proof that it's gameplay that counts most and not technical frippery.

The CD32 version of *Worms* suffers somewhat from the inability to quickly scroll through the landscape but it is far easier to select weapons and the like .

David Taylor of Sister magazine *Amiga Shopper* took the office CD32 home over Christmas to play *Worms* with his girlfriend. We haven't seen the CD32 or the copy of *Worms* since.

SUPER SKIDMARKS

(AF73; 92%)
Guildhall Leisure 01302 890000 ■ £29.99

Not only the finest racing game on the CD32, but a fantastic, playable demo of the Earth-shattering *Guardian*, the PD version of *Defender* and the stupendous, rendered *Roadkill* intro sequence.

To *Super Skidmarks*, though. Up to eight players can bounce, bump and slide their way through a plethora of courses, driving buggies, Beatles, racers, pick-ups and even caravan-towing cows. Brilliant for one, stonking with eight.

EXILE

(AF76 88%)
Audiogenic 0181 424 2244 ■ £29.99

A modern update of an almighty classic, *Exile* is one of the few games that can truly fill the lofty title of arcade/adventure.

You have to rescue the Supreme Commander of the Empire from the evil clutches of a madman known as Triax. Armed only with a jet pack and a gun, you soon find that mastery of gravity and inertia are a paramount part of the game.

Part of the deal that the programmers of Odyssey made with Audiogenic was that they be sent the solution to *Exile*. They are great fans of the game.

GLOOM

(AF76 91%)
Acid (Guildhall Leisure) 01302 890000 ■ £29.99

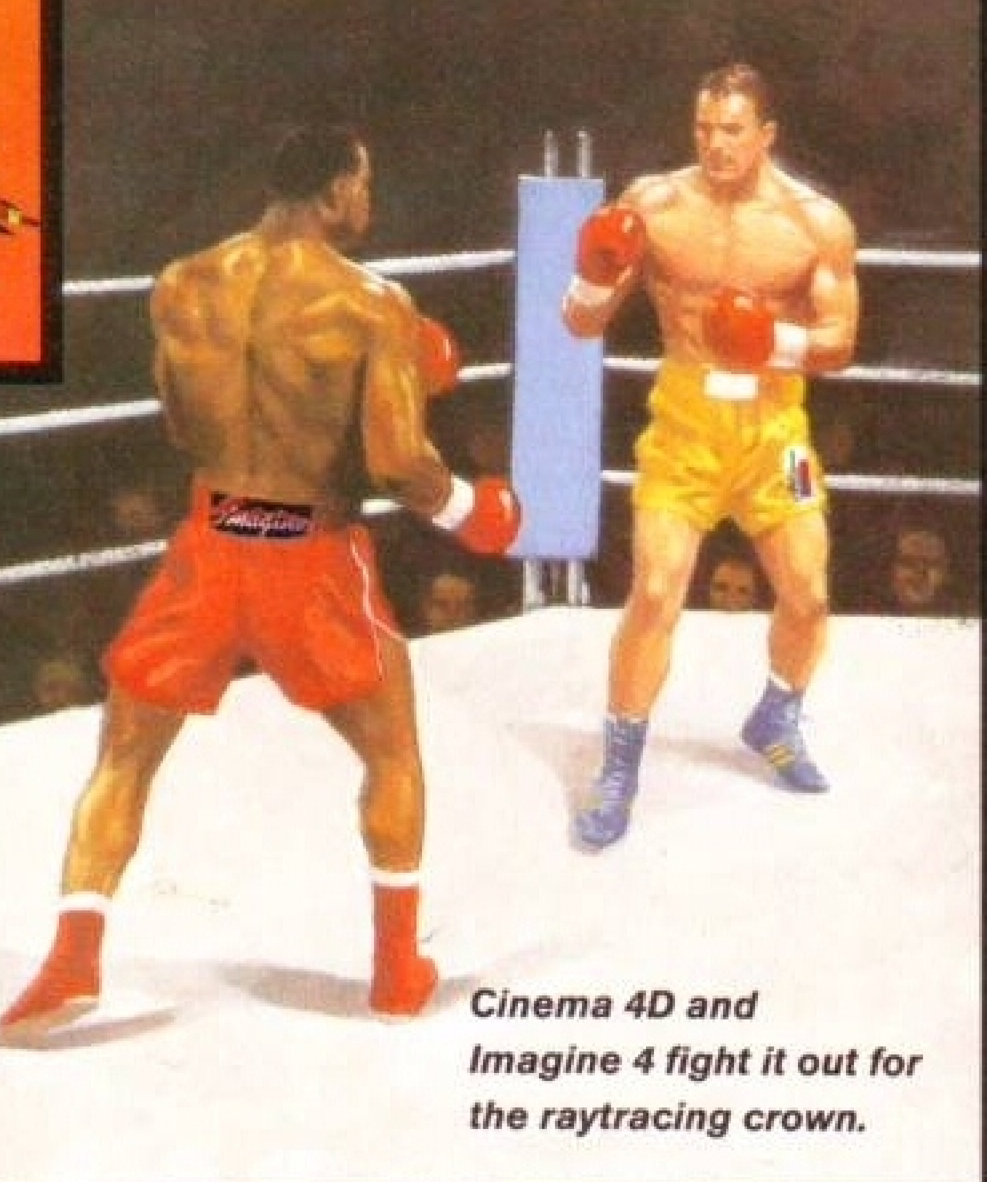
The top *Doom* clone on the CD32. Characterised by pace, aggression, squelchy noises, and bodies that break up and stay in pieces on the floor, enabling you to tell where you've been.

Out and out speed/kill freaks can reduce the detail and resolution of the screen so that everything plays at breakneck terminal velocity. There are weapon upgrades to be found, teleports to be negotiated, power-ups to to be powered and secret rooms to be sought. Along the way, various nasties will try to stop you and you must kill them.

Tremendous fun, with the difficulty level set just right to keep you coming back for more and more and more...






Cinema 4D and Imagine 4 fight it out for the raytracing crown.


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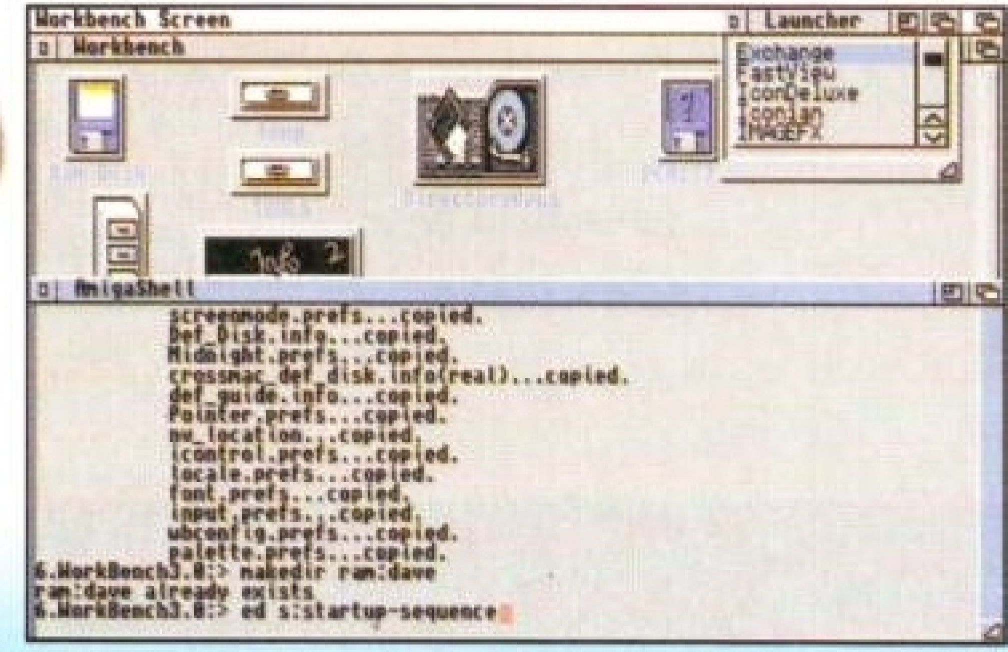
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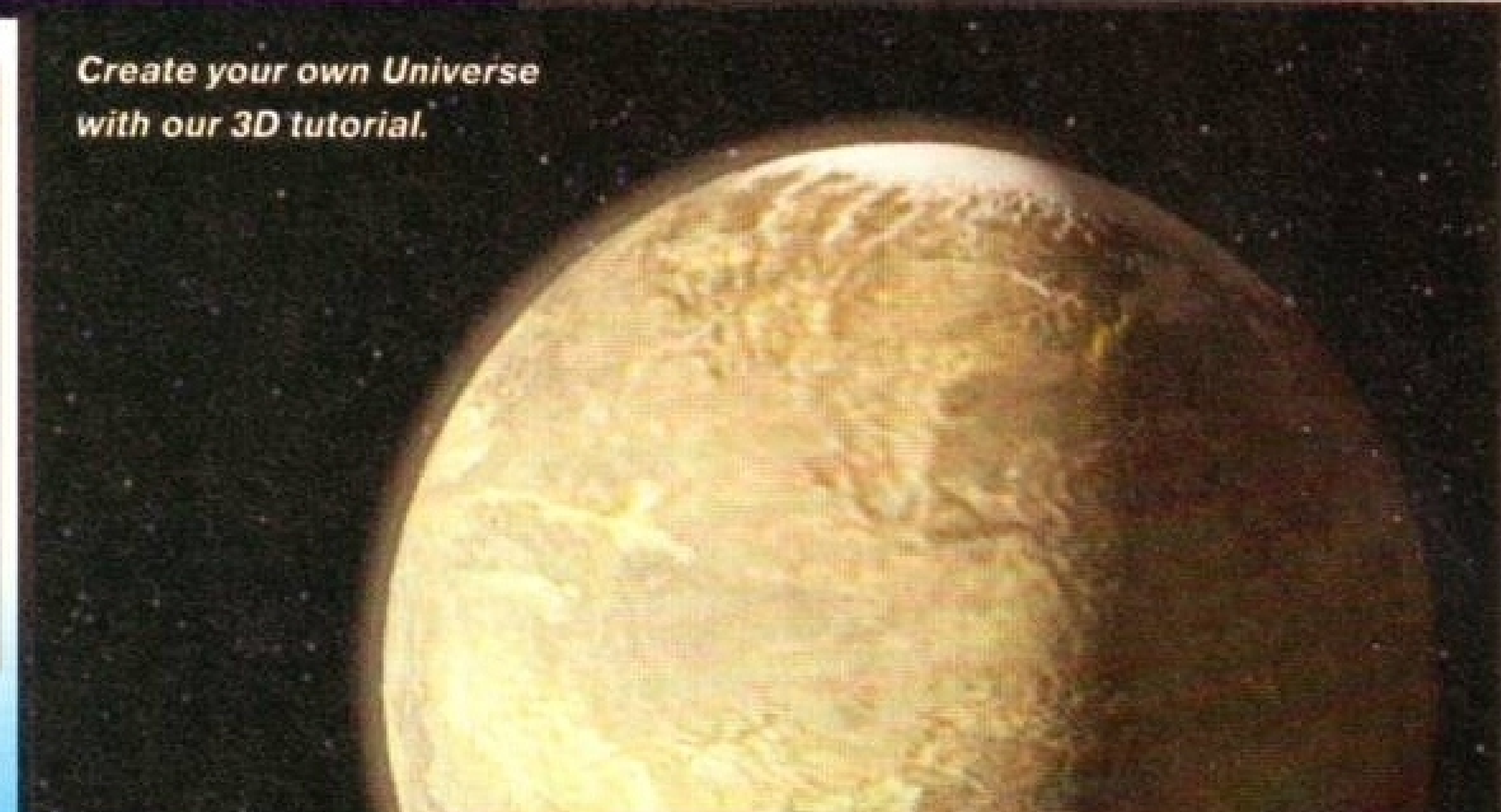
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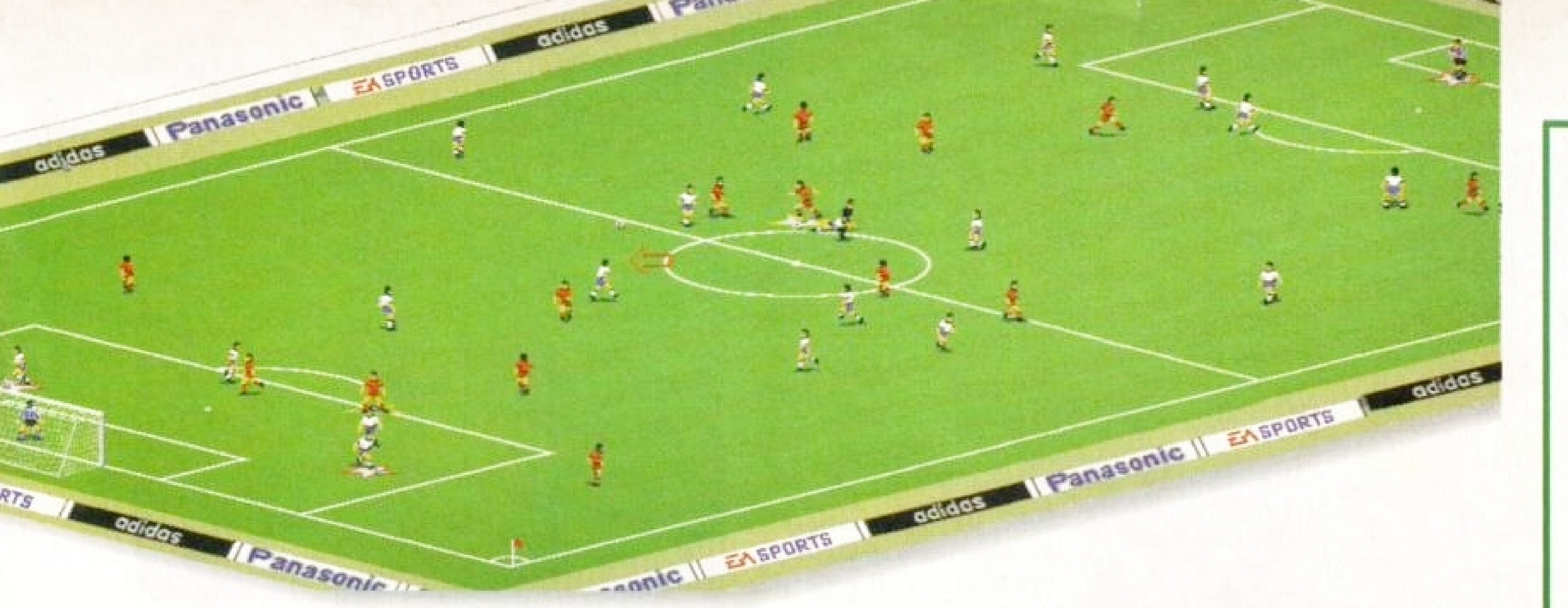
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On the menu this month is a couple of rather tasty games **Steve McGill** feels particularly partial to...

Re-releases

Soccer Stars 96

Empire Interactive 0181 343 9143 ■ A1200 2Mb min ■ 73%

Empire have a solid tradition of assembling strong compilations and passing them on to those unable to afford single titles.

This time round, the collective package is called *Soccer Stars 96* and it offers the following footie hits; *FIFA Soccer, On the Ball League Edition, Premier Manager 3, and Kick Off European Challenge.*

Reasonably balanced, the weakest link is the *Kick Off title.* So, we'll start with that first.

Reviewed over a year ago in Format 68, it received 64% with the verdict, "A competent, if flawed game. Looks great, but lacks playability."

Using a similar isometric view to *FIFA Soccer*, it's let down slightly in the gameplay stakes by erratic behaviour from the players and their inability at times to catch up with the ball.



Chase me chase me, catch me catch me. That's what it feels like at times with Kick Off 3.

The weakest of the offerings

Much stronger in terms of gameplay is the more hyped *FIFA International Soccer,* never my cup of tea, Steve Bradley liked it enough to award it 79% in Format 65 and summarised with the following, "Even experienced Amiga football fans will take time to pick up FIFA, but it should be worth it. It's big, it's hard and it's clever."

Some of the moves that can be executed and some of the goals that can be scored are truly spectacular. But as the verdict hints at, you never quite feel that you're in control - at least not in the first 800 hours of play. Nevertheless, the depth and longevity the game plays host to, make it a worthwhile contribution to the compilation.

For more serious and megalomaniacal football followers, there's *Premier Manager 3.* Again reviewed by the illustrious Mr Bradley, he awarded it a whopping 85% in Format 66 and concluded that the game offered an, "Excellent matchplay interface and a mind numbing amount of detail packed in."

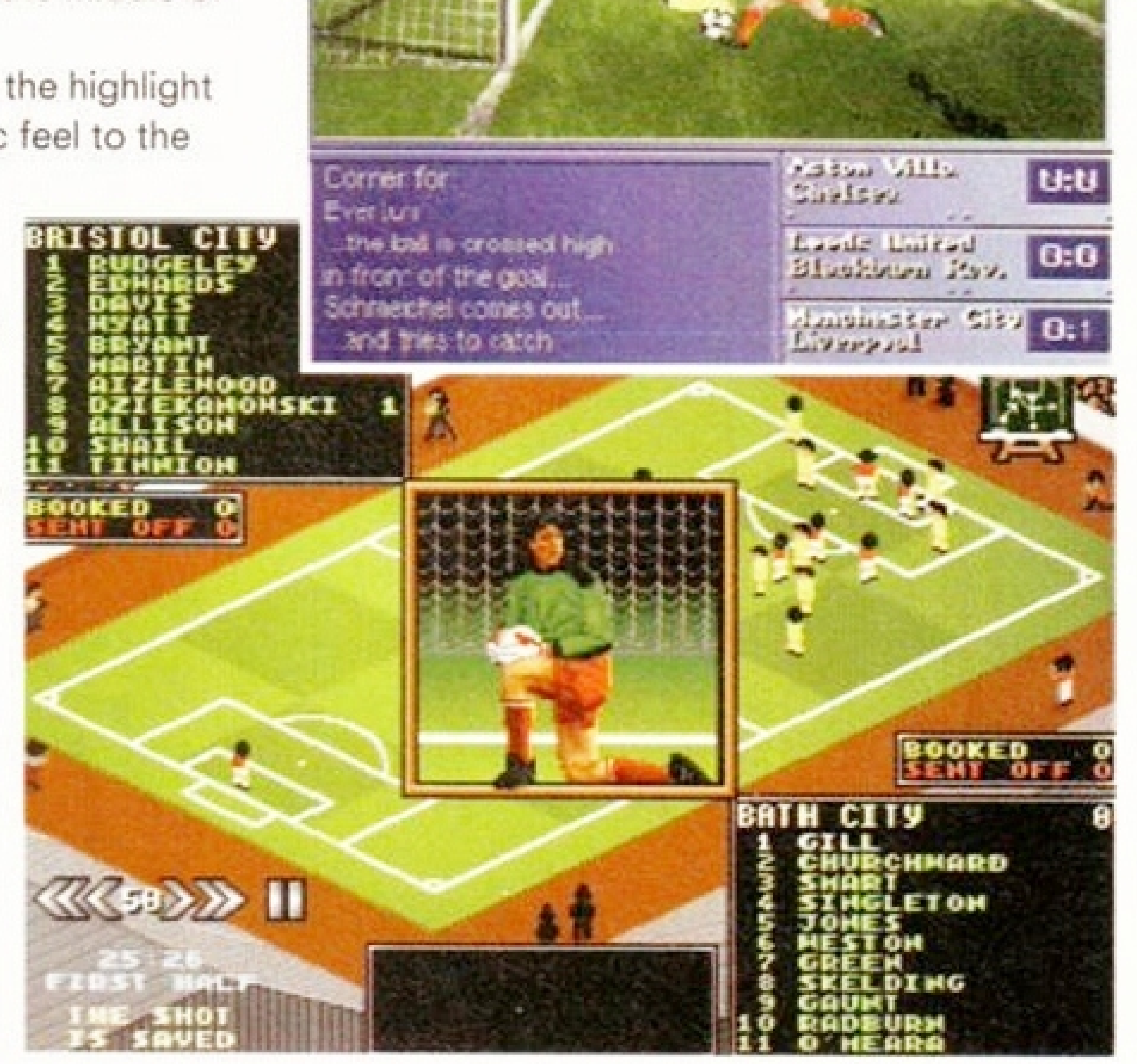
The major advance of *Premier Manager 3* is it's matchplay interface and an assistant manager who can be as much of a hindrance as a help if his movements aren't monitored closely. This is not for beginners and if you make any sort of progress within the game consider it a major achievement.

Easier to get into than *Premier Manager 3, On the Ball League Edition* is a less able substitute for its more illustrious brother, *On the Ball World Cup Edition.* Reviewed in Format 65, we gave it 70% and concluded that it was, "A competent management game which, despite a few nice jinks and turns, remains in the middle of the league table."

The best parts of the game are the highlight sequences. They impart a cinematic feel to the game. Not great, but not bad.

In all, there's something for everybody here. Not a startling compilation but competent enough to merit as an impulse buy.

Continued overleaf ➡



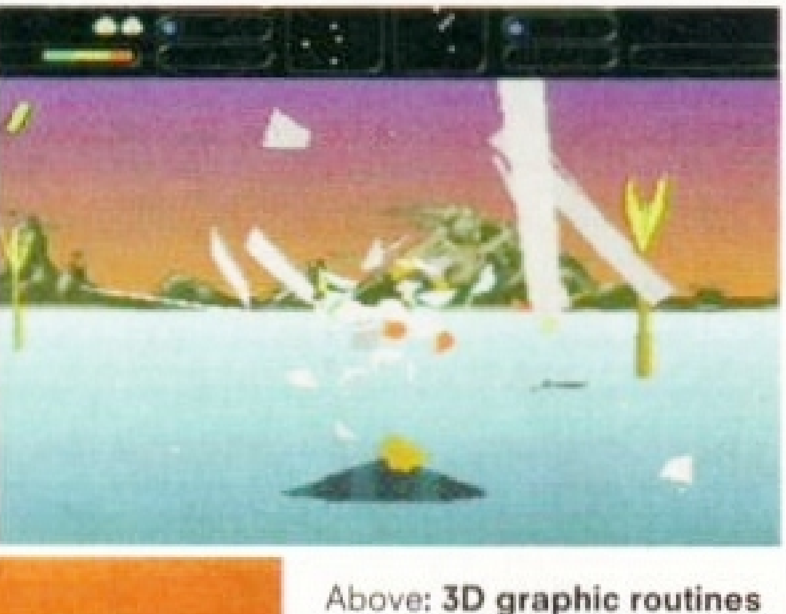
Above: Will he score or won't he? The cinematic feel adds to the atmosphere.

Below: One of Gremlin's finest releases. Tricky but rewarding

Please note that *Kick Off 3 European Challenge* will not load on the new Amiga Technologies Amiga 1200's







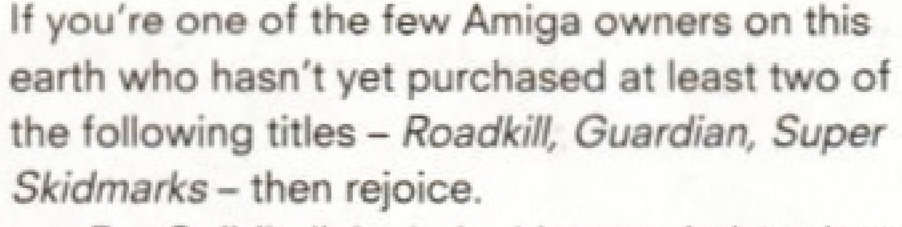
Above: **3D graphic routines that were partly written in Blitz shows just what the language can do.**
Left: **Chase, shoot, hide and pick up the power ups as you fly your way to the high score table.**



With the A1200 you can access a hi-res screen which also lets you play with up to eight cars.

← Acid Attack

Guildhall Leisure 01302 890000
■ A1200 ■ £29.99



If you're one of the few Amiga owners on this earth who hasn't yet purchased at least two of the following titles – *Roadkill, Guardian, Super Skidmarks* – then rejoice.

For Guildhall, in their ultimate wisdom, have chosen to release three of their finest games in one compilation. The price of £30 makes it easy to work out how much you're paying for each so even if you already own one, it's still a worthwhile purchase.

Guardian was reviewed in Format 65 and earned a whopping 88% from Playstation supremo, Steve Jarratt.

The game is a tribute to *Defender*, but in 3D. It looks like *Starwing* on the SNES but plays a lot better due to the freedom of choice regarding where you want to fly.

The camera angle can be set to whatever position suits the player, letting him view from a variety of different positions.

The control system is sublime, whether it be on the A1200 version or the CD32 version. For both make use of all the buttons and the shoulder pads of the CD32 controller.

It's difficult, tricky, and infuriating, but so playable you just have to take one more go.

Way back in issue 71 we gave *Super Skidmarks 2* a gold award and 92%, but we were still a bit concerned that we may have understated it. This game is not a tedious racing simulation. Amongst the 48 tracks, including the reverse directions, you will not find any pixel perfect renditions of Silverstone but you will find a fast, addictive racing experience which, thanks to the genius of its programmers, can be played by three people simultaneously on AGA machines or a total of eight players simultaneously in the widely acclaimed and never yet surpassed Super vision mode, if you have two Amigas.

There is nothing particularly realistic about racing a large cow on wheels towing a caravan, but to succeed you do need the racing skills of a champion – split second timing, total concentration and an instinctive feel for your vehicle. Steve McGill reckons this game is as close to perfect as you can get in the real world, and who would be churlish enough to argue with him?

Roadkill is a top down racer which, despite reservations, has all the ingredients to make it highly entertaining and a winner at the same time. We awarded it 80% in issue 74

Set over twelve futuristic race tracks, the player has to race, beat, and kill computer opponents. This can be done by forcing them onto Kill Zone walls, shooting them with missiles, or failing that, just attempting to drive faster than everybody else.

The control feels good and the immersive factor of the game is enhanced further by a grungy voice telling you to "Go for the Super Jackpot". If achieved a suitably cliched but inspiring rock and roll medley kicks in making the player feel suitably rewarded for skillful play.

A tremendous little game, somewhat let down by the fact that it can only be played by one person .



If you have extra memory, you can opt to have every single car as a different model. Hurrah for Acid.



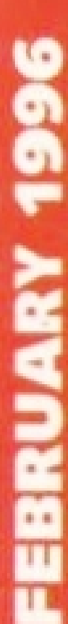
Towing caravans affects the handling of the cars drastically and makes the game feel different.



When you actually manage to get a hold of the jackpot the game rewards you.



Top: **The CD32 version of *Roadkill* has one of the best rendered cinematic introductions produced using Amigas.**
Left: **Watch out in the Kill Zone and do it to them before they do it to you.**

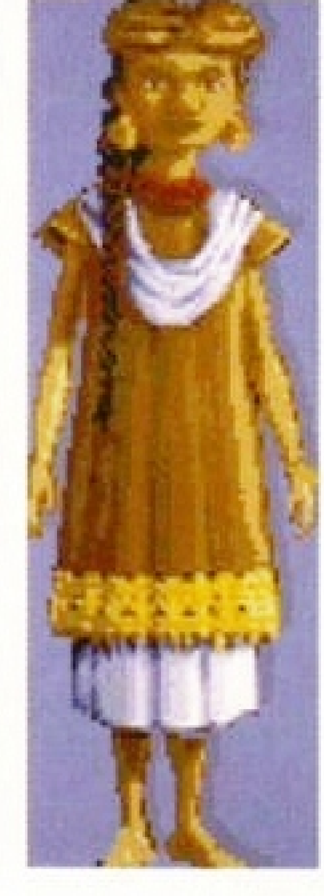


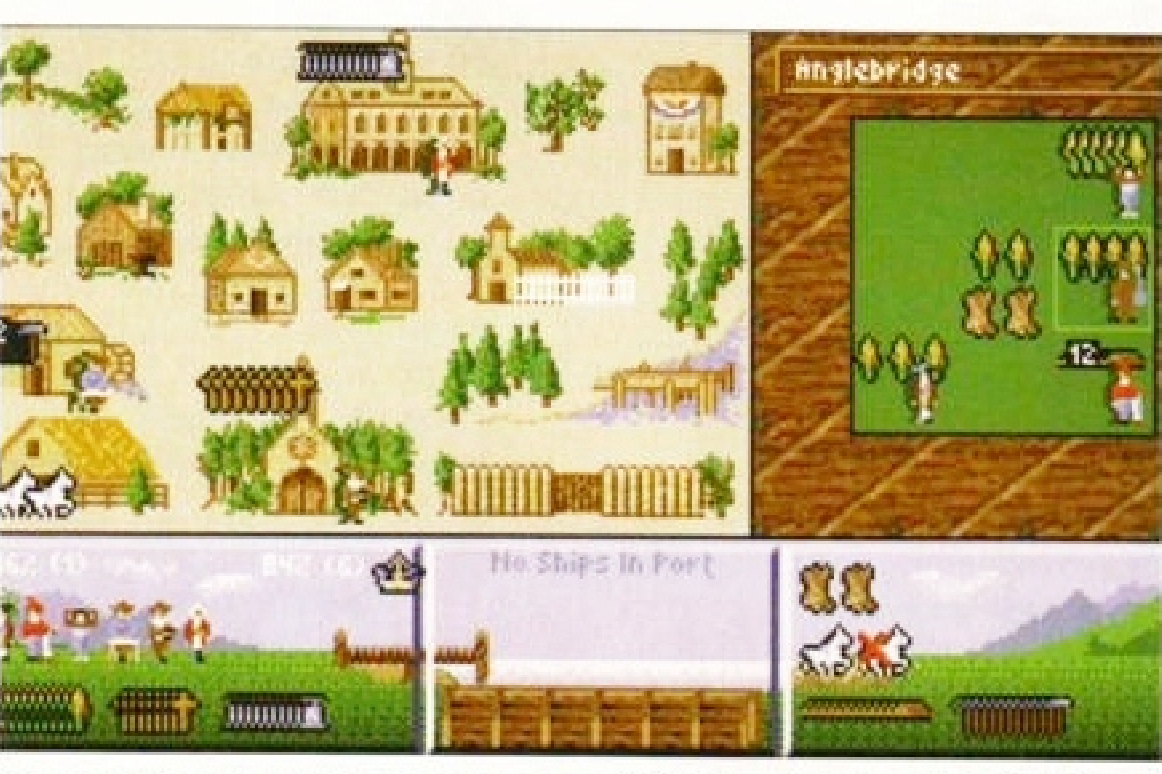
Steve McGill is on a mission to crack even the most difficult games. With a little help from you he has compiled another list of top tips and cheats...

GameBusters



COLONIZATION: Want to change the amount of food and fur you have? Read on...





COLONIZATION: Workers cost money. Unfortunately, in *Colonization* they haven't heard of multi-skilling or work experience contracts, the slackers. Use another form of cheating by following our handy hints.

COLONIZATION

Colonization remains immensely popular among our hard-core cheaters. Here's some extensive instructions from Martyn Hiemstra on how to edit most of the important variables in the game.

Backup your namesENG.txt.

Start any edit program and load the file namesENG.txt which can be found on your *Colonization* disk A.

Once done, you should see the following on the screen:

@SEASONS
Spring
Autumn
@UNFORESTED
Tundra 1,0,4,2   2,0,0,0,0,0,2,0,0
Desert 1,0,3,2   1,0,0,1,0,0,2,0,0
etc

This is the data file you need for almost everything.

If you look at the names under @UNFORESTED you will see all types of land with two groups of numbers. The first group consists of four numbers and the second group consists of nine numbers. The first four numbers aren't important so DON'T change them. The other nine numbers on the other hand are very important. They tell the Amiga how much food, furs, ore and silver and so on that the piece of land gives you if you put someone to work there.

This is the code:

The 1st number is Food
The 2nd number is Sugar
The 3rd number is Tobacco
The 4th number is Cotton
The 5th number is Furs
The 6th number is Lumber
The 7th number is Ore
The 8th number is Silver
The 9th number is Fish

You may change the default value into your own value.

Changing building speed of your buildings in the new world

Changing the number of hammers it takes to build a building is easy. Just scroll the same file until you come to these lines:

@BUILDING
Stockade 64, 0,3,3,0
Fort   120, 10,3,3,10
etc.

To change this you must change the first number that comes after the building name. For example, it takes 64 hammers to build a stockade. If you change this number to 10 hammers it will only take 10 hammers to build a stockade.

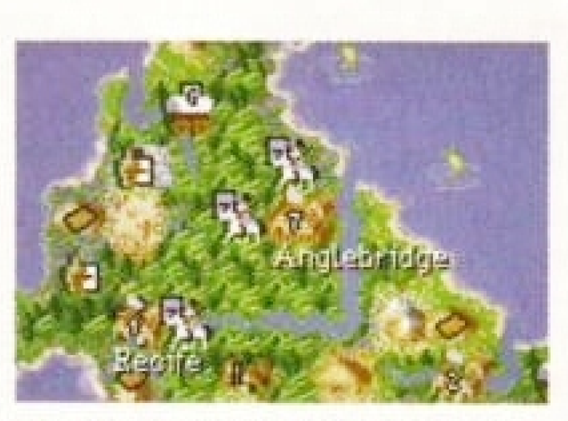
If you look at Fort you will see 120 then another four numbers. Only the first one of the four is important. This tells you the amount of tools needed to build that building. But watch out, these numbers are divided by 10 so if you see a 10 it means you need 100 tools. You can change these numbers to any you want.

Changing the military status of any military unit

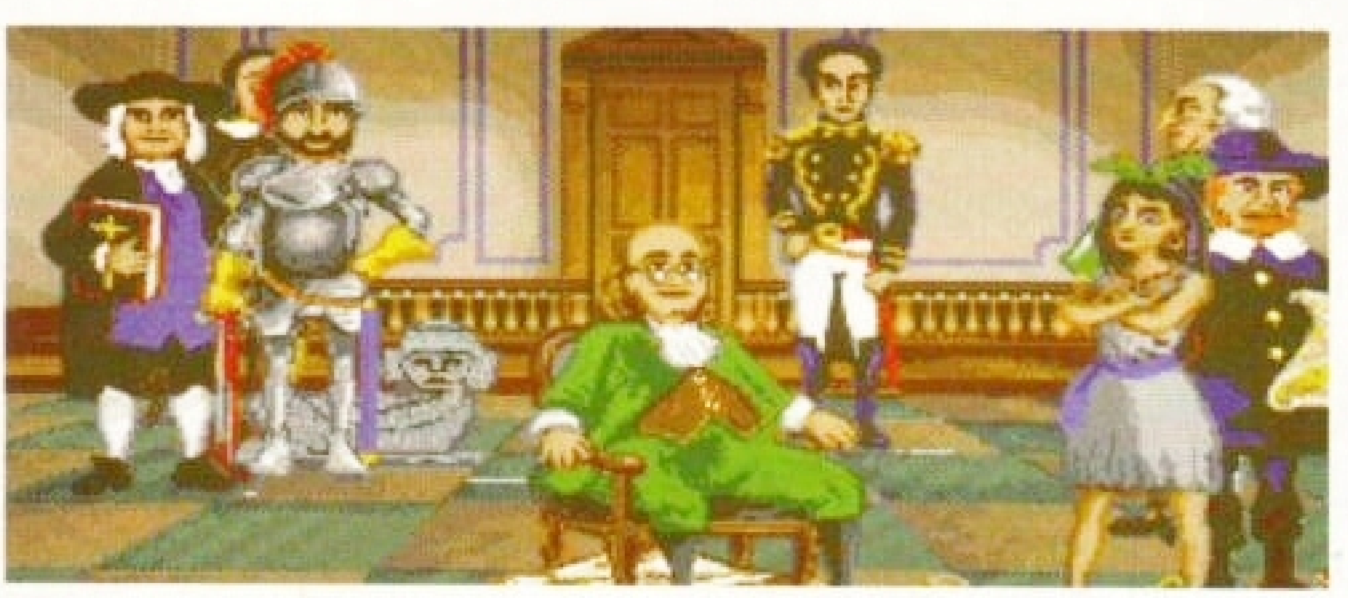
Scroll through the file until you come to this part:

@UNIT
Colonists 101, 1, 0, 1, 0, 1, 1, 0, 0, 0, 01000000
etc.

This tells the computer how many moves a unit can make or how much fighting strength that unit has (defence as well as offence). If you have a ship or a wagon train, you can even change the capacity of that unit (don't change into a number higher than 6). The first number isn't



COLONIZATION: Buildings not built fast enough. Kill the unions.



COLONIZATION: Offensive strength, defensive strength, moves per unit. Change one, two, or all of them as easily as deleting a few numbers in a word processor.

important but the next four are. Don't change the first number. The second number tells the Amiga how many moves a unit may make. The third tells the Amiga what the unit's offensive strength is. The fourth number tells the Amiga what the units defensive strength is. The fifth number tells the Amiga how much a ship may sail (this is only to be filled in next to a ship or a wagon train, not anywhere else) and the sixth number tells the computer what the capacity of a wagon train or ship is (again, only to be filled in next to a ship or a wagon train).

Changing the price of a worker in the home country

Scroll through the file until you find this part:

@JOB

Farmer, Expert Farmers, 1, 1100
Sugar Planter, Expert Sugar Planters, 2, -1

The only thing you have to change here is the last number. That means DON'T change the first number. Just change the last number into anything like 10. Now your farmers and everything else you change will cost you what you entered.

As a final reminder, backup your namesENG.txt file.

ODYSSEY

Neil Davidson Kelly from Ibrox in Glasgow has sent in the solution to our *Odyssey* Coverdisk. We thought it might be a bit late to print this, but due to a constant demand, here it is.

Outside 1

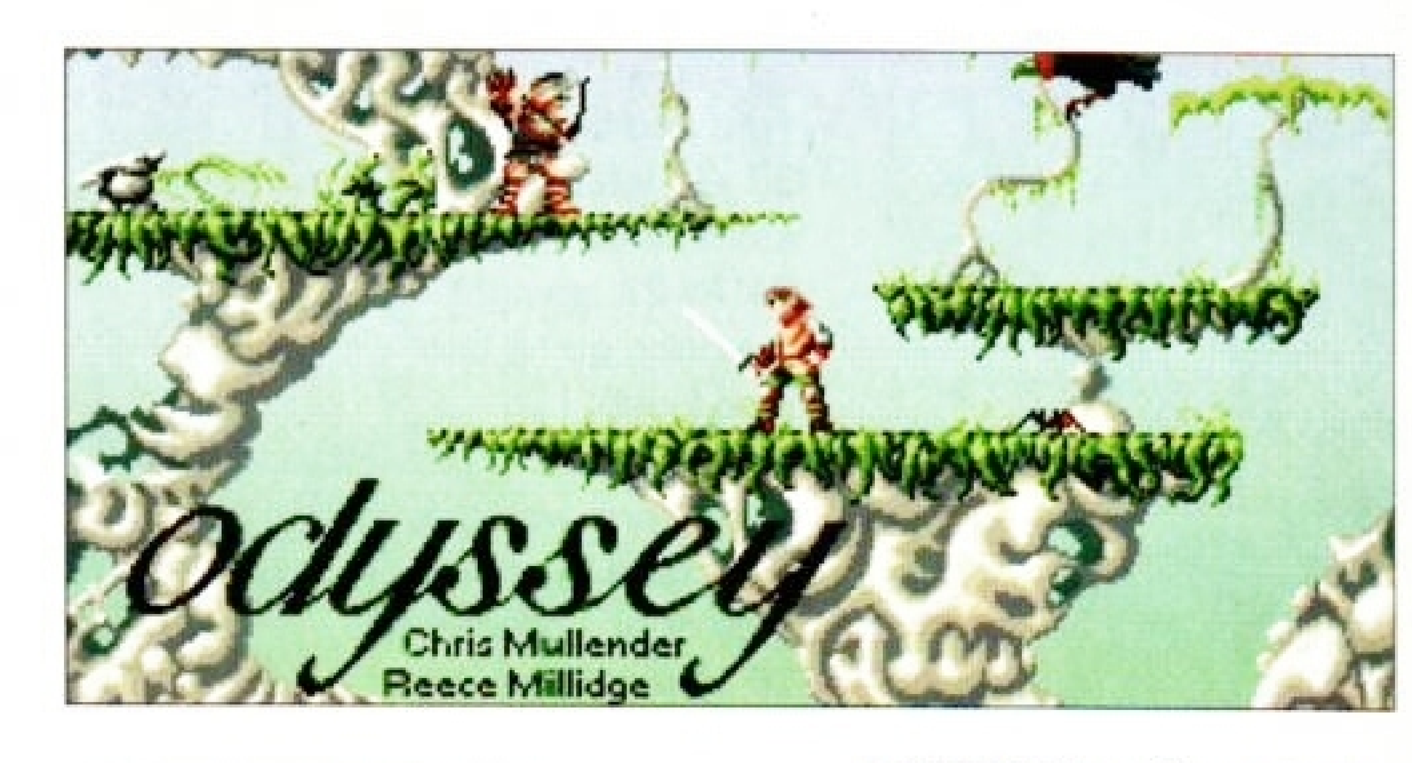
1. Jump left out of the boat. Jump to the bubble and run past it, fall down to the lowest platform and collect the key. Now go left and up to the top platform. Run through the red door on the right.
2. Fall down two platforms and climb up the ladder (series of platforms). Go left at the junction and left at the top to collect the second key.
3. Fall down to the right until you reach the bottom. Continue right and stroll through the second red door. Enter the cave by pulling down.



ODYSSEY: To the left, to the right, step it up, step it up, it's alright. Yeah. Yeah. Yeah.

Caves

4. Go down left and proceed right. Open the stone door and continue past the bubble. Push the rock over the switch to open the door.
5. Go through the door and watch out for the arrows. Go down the stairs and collect the green key (use the switch to close and open trap door).
6. Open the trap door and go down to the right. Hit the lever, jump left and continue left. Go up at the junction with the arrows and hit the lever.
7. Now go by the lower route and collect the key. Go right, up the platforms and open the door. Fall down the new shaft and collect the spider icon to the left.
8. Transform (F8) and go left, follow the maze to the end and go down to the stone platform. Transform back (space), go up the platforms and go right all the way to the green door (after the arrows).
9. Transform and follow the passage right. In the cellar transform and jump up to the platform. Go right up the stairs and then down the next set of stairs.
10. Fall into the well area and transform. Go left. Follow passage to lever, transform and hit the lever. Go down to the left, hit the lever and run through the door (takes practice). Hit the lever, jump and go left.
11. Go up the platforms and back to the 'well'. Transform, go right, transform at lever and hit it (ouch!). Transform again and go back to the 'well'.
12. Transform (space in case you're lost), go up to the right and fall down the shaft. Transform and go right to the stone platform. Transform, jump up two platforms, transform, crawl up the wall and fall left (fire and left). Transform, jump up to the small platform and transform.
13. Go right and transform. This is a tricky bit, you have to get a bogey man to press the switch for you.



ODYSSEY: Many of you seem to be still struggling to finish our amazing Coverdisk.

14. Hit the right lever, when the man is in place hit the left lever and quickly hit the right. Transform and when the door is open, go through.
15. Get the key, go back to the small platform and transform.
16. Go up the platforms to the spider passage, transform and go right (long).
17. At the end of the passage drop left, go left, collect 1-up, go out of cave (as man).

Outside 2

18. Go right to chain, transform, go over the chain, transform.

Definition of spider jump: As the man jumps towards the wall, before hitting the wall change to spider and crawl up wall. Transform back to man when finished (very hard).

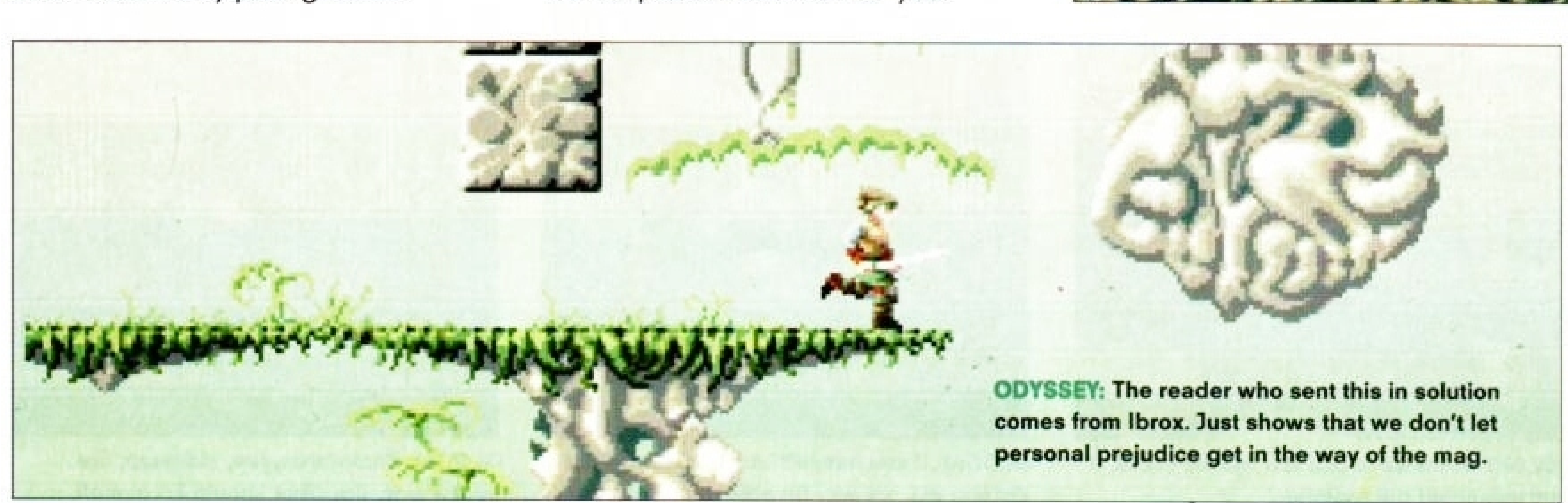
19. At the end of the chain, spider jump up the wall to the right.
20. Go up the platform to the right, go down right and open door, go down to the stone floor and up the platform at the end of the world.
21. Perform a spider jump to the wall, another spider jump to the left, and go to the platform with a bogeyman on it (left) and spider jump to the large structure.
22. Go left and transform at the end. Go up and across the gap to left, up and across gap to right to the second chain, watch out for birds. Transform,

■ ***Colonization* remains immensely popular among our hard-core cheaters.**



ODYSSEY: Our hero ponders how to carry out a spider jump. **Below:** Remember, spider jumps take practice to execute.





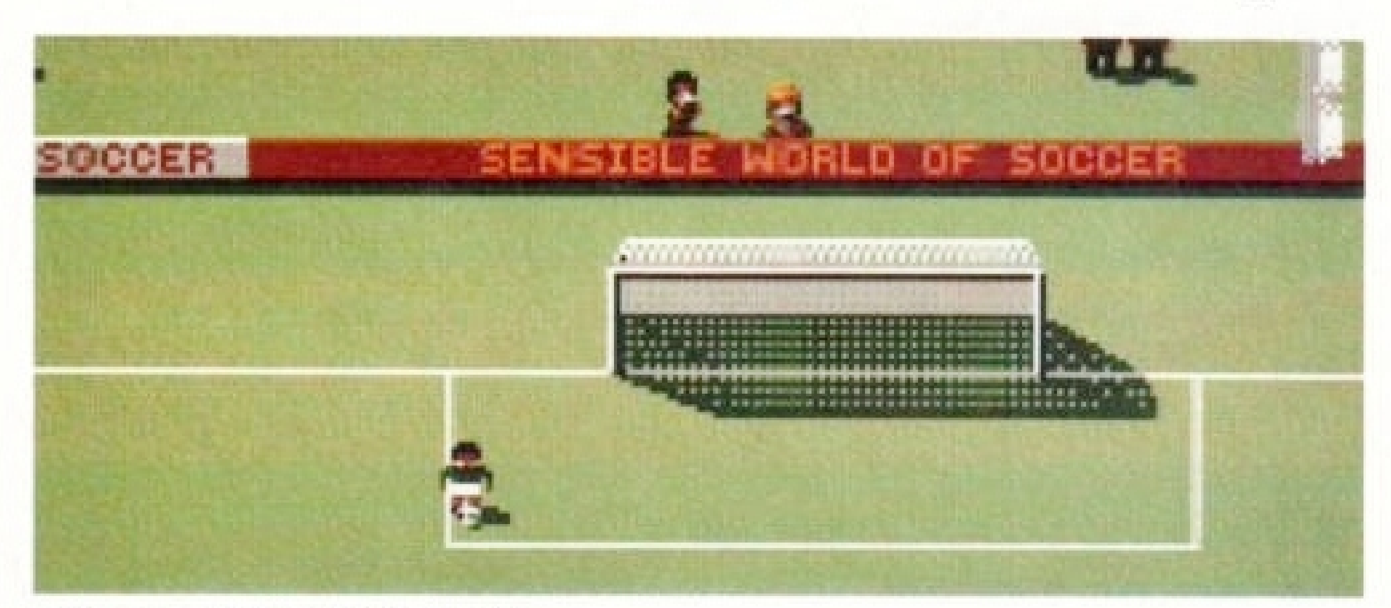
ODYSSEY: The reader who sent this in solution comes from Ibrox. Just shows that we don't let personal prejudice get in the way of the mag.



go across the chain, transform, go right and down to collect the key.
23. Go left, down and back to the stone floor.
24. As 22, go right. Transform at the door, go up and left, collect bird icon (yes!).
25. Transform to bird (F3) and fly left to platform with grey key on it. Transform to man. Collect key, open grey door, collect icon.
26. Return to boat.

SENSIBLE WORLD OF SOCCER

Chris Osborne from Merseyside thinks he's found a cheat for *Sensible World of Soccer*. During play, have a shot at goal, quickly tap R while still holding the button. Keep on holding the button to make it flick on and off quickly. The computer goalie will then let the ball into the net. When it registers as a goal let go of the button. (This works with *SWOS 95/96* as well.)



SWOS: Remember kids, don't use this cheat at home.

ULTIMATE SOCCER MANAGER A1200

Mike Bailey from London reckons he has found a way to get £25,000,000 for free:

1. After playing friendlies keep trying to obtain a loan from the bank.
2. When allowed to, take maximum loan close to your repayment limit.
3. Click OK.
4. Return immediately to loan details.
5. Delete amount in box and replace with £25,000,000.
6. Click on 9 years.
7. You should see £25 million in your account and your repayments go to – £100,000+.
8. You get the money and the bank pays you for taking it (nice bank).
9. Later on you can top up the loan and reduce the minus amount of your repayments. You can get even more money, and as long as you leave repayments in the minus the bank pays you.

USM: Keep trying to get a loan from the bank no matter what.



ULTIMATE SOCCER MANAGER: £25,000,000 for the sake of a few mouse clicks. It has to be worth it. Just think of the team you could put together.

DEATH MASK

1. 52385	17. 62156
2. 22428	18. 84678
3. 84843	19. 57093
4. 22087	20. 29264
5. 38641	21. 47446
6. 06395	22. 75330
7. 33224	23. 82855
8. 35527	24. 58474
9. 48962	25. 38392
10. 65674	26. 55276
11. 62438	27. 68163
12. 28283	28. 75156
13. 85325	29. 70948
14. 10769	30. 54334
15. 25324	31. 39814
16. 43543	32. 52262

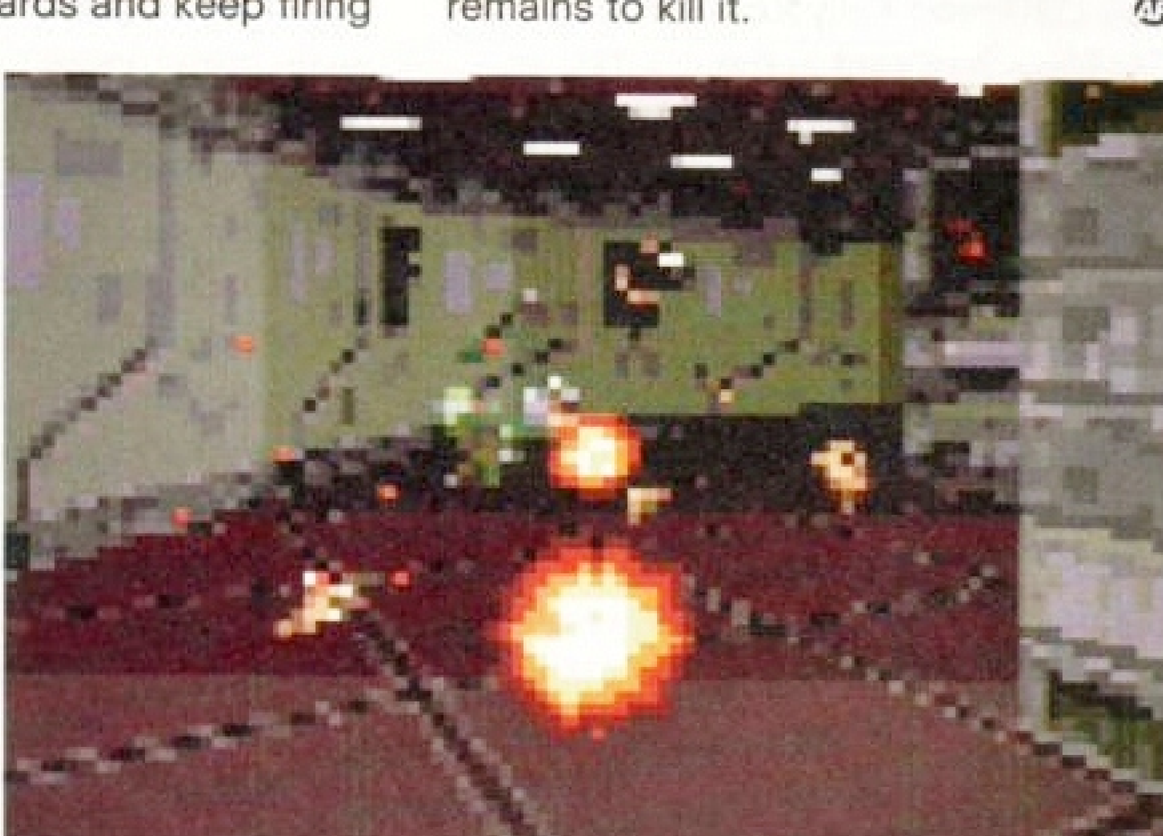
Paul Bates from Norfolk sent us these level codes for *Death Mask*.



DEATH MASK: If you get killed too often, check out our handy level codes.



DEATH MASK: Beware the monsters on this level. They kill almost as good as they look.



DEATH MASK: Use the sidestep, use the sidestep, or run away, run away.

GLOOM

David McMinn from Aberdeen has discovered a handy method for killing the dragon at the end of the game.

Get the weapon power-ups at the start of the level and charge into the teleport. Once you arrive in the final arena, hold backwards and keep firing at all times. While you are doing this, sidestep your way around the arena by sidestepping and turning in small increments but always holding backwards and firing. The dragon probably won't get the chance to kill you before you kill it (which takes a couple of minutes of blasting). When the dragon is dead, walk into the centre of its remains to kill it.

GLOOM: The secret of *Gloom* lies in skillful use of the sidestep. That as well as some intricate manoeuvres. Find out how above.



GLOOM: If you haven't been able to kill the dragon yet, we may be able to help you.



GLOOM: Backwards, fire, sidestep, fire, backwards, fire. That should kill him off.

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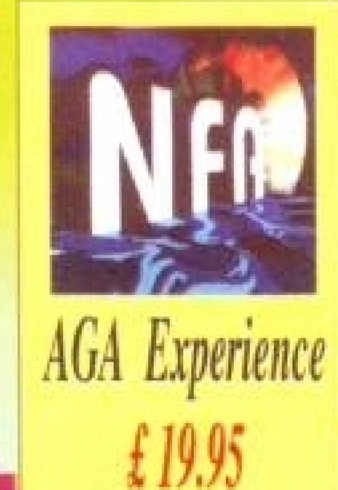
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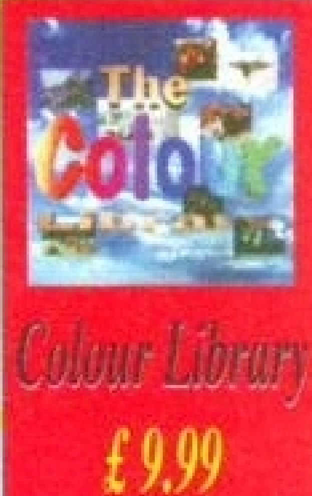
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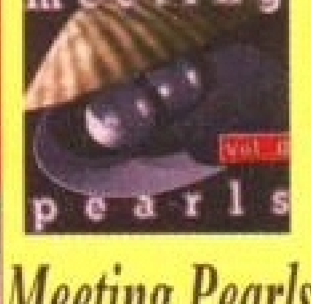
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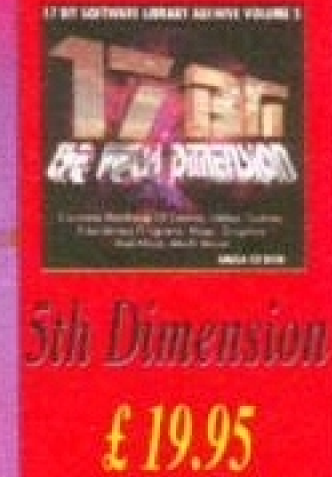
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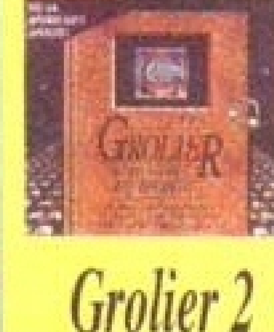
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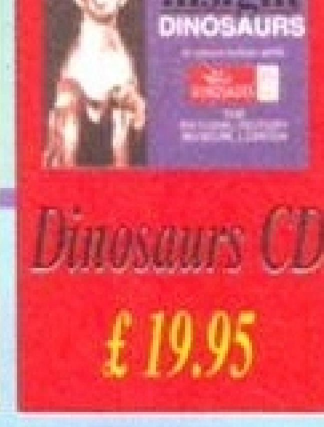
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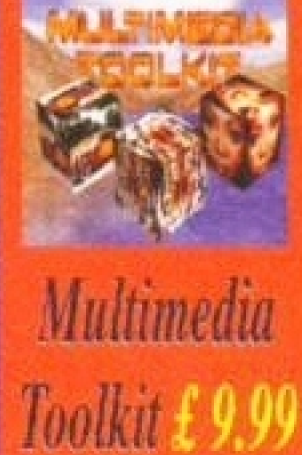
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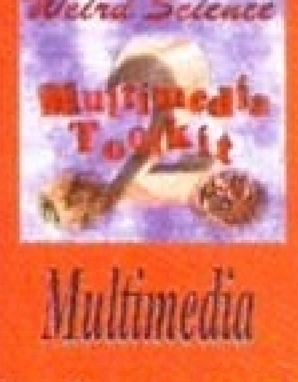
Assassins CD £ 9.99



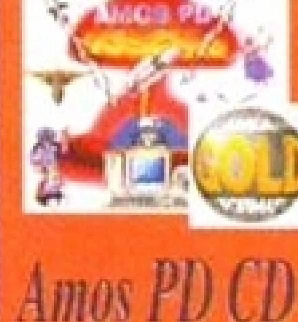
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THE WORLD's FASTEST AMIGAS ARE ON THIS PAGE!

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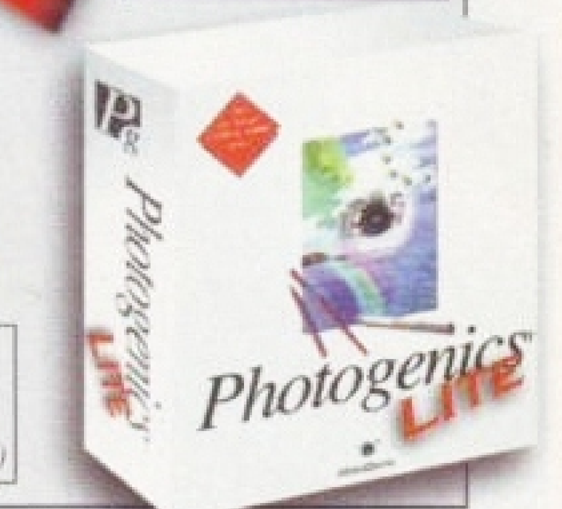
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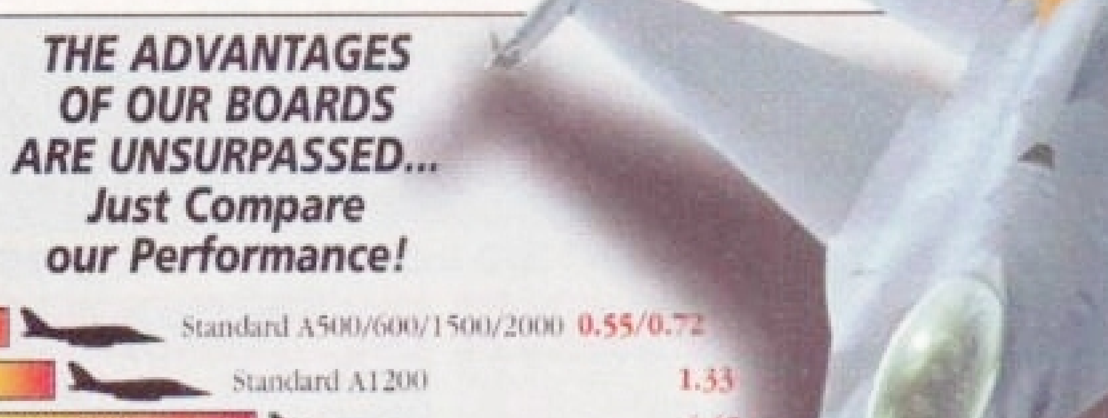
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Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs).

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Should I be tempted to buy on '040 instead?

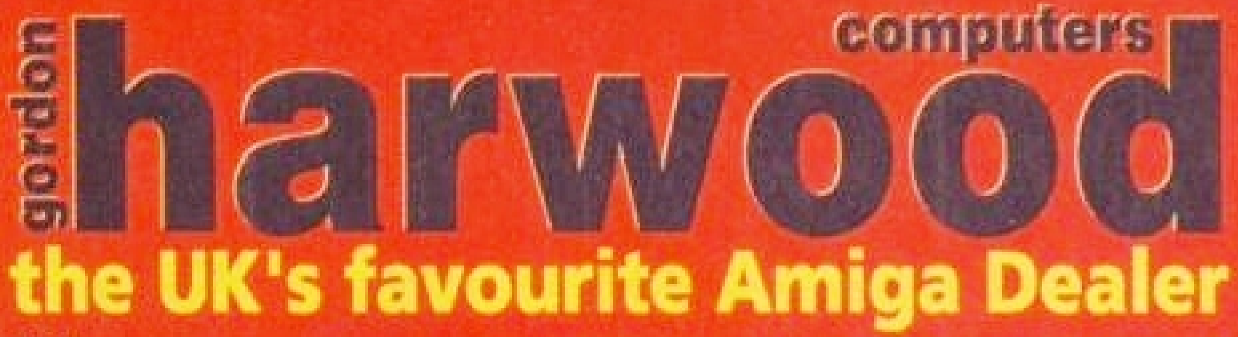
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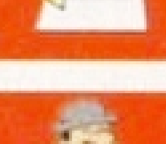
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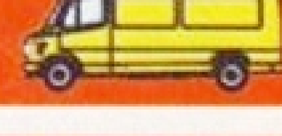
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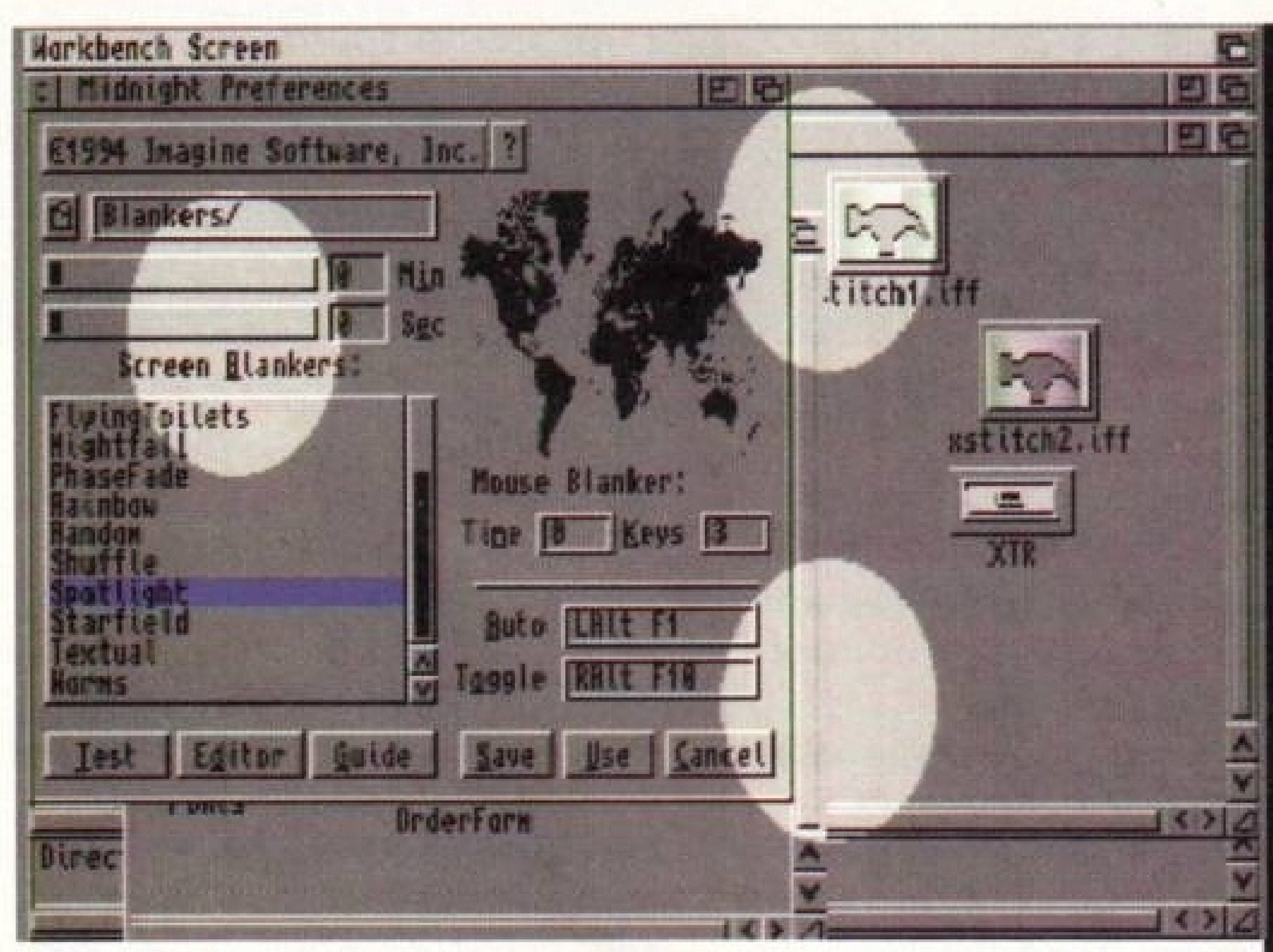


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New kid on the block, Simon Carless, has trawled the net looking for some excellent catches. He doesn't seem to have managed it this month. Let's take a look at the tiddlers instead.

PD Select



MIDNIGHT: As you'd probably have guessed, these spotlights move about the screen as if they were searchlights. It attracted the attention of some.

MIDNIGHT: Not every office can have an aquarium stuck in the middle of the room. Try out this screensaver as a substitute.

MIDNIGHT V2.08

UTILITY

Ware .... Shareware
Needs DOS2.0
Available from the Internet via ftp at Aminet sites, e.g. src.doc.ic.ac.uk, in util/blank/Midnight208a.lha

It's nice to see some kind of decent screensaver on the Amiga, along the lines of the infamous *After Dark* on the Apple Mac.

Although this saver lacks some of the flashiness and inventiveness of its more expensive Mac cousin, it also wheels out some of the old favourite screensavers, guaranteed to make your granny think there's something horribly wrong with your Amiga.

There's Worms, where nasty wormy things eat your screen, Shuffle, which divides your screen up into squares and then... shuffles them, and so on. The fish in the Aquarium saver are gigantic (has someone been overfeeding them?), and instead of those conventional (and litigation-friendly) flying toasters, we get flying toilets.

Is this some comment on the current state of the Amiga? One hopes not. There's also a particularly weird saver called Breadth, which looks like those chemical molecule models you used to play with at school.

The whole set-up is very easy to use, with plenty of options on each saver, and even the possibility of inserting your favourite MOD music files in each one.

However, the point of a screensaver is that it operates when you are not there, isn't it? So, having your favourite tune playing whilst you are out of the room must be a great help? Sarcasm aside, this is a neat program.

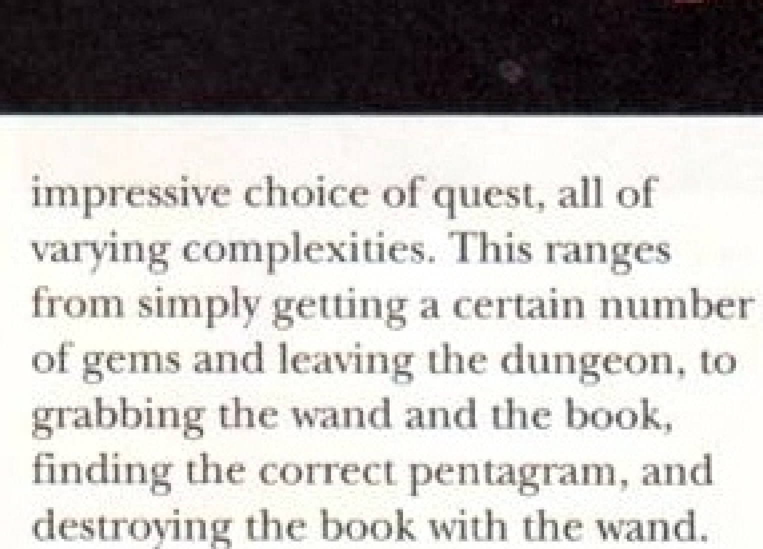
KNIGHTS V2.42

GAME

Available from the Internet via ftp at Aminet sites, e.g. src.doc.ic.ac.uk, in game/2play/Knights242.lha)

Knights is two-player *Dungeons and Dragons* type fun, running in the viewed-from-above style of *Gauntlet*, and one of those competitive, cut-throat multi-player games likely to induce much shouting, gesticulating and endless punch-ups. The opposing players have to explore a common dungeon, killing the monsters, avoiding boobytraps, and picking up gems, potions, and any number of things that always seem to get handily left around dungeons.

One particularly well done thing is the wealth of options. There is an impressive choice of quest, all of varying complexities. This ranges from simply getting a certain number of gems and leaving the dungeon, to grabbing the wand and the book, finding the correct pentagram, and destroying the book with the wand.



It's recommended that players should place a piece of card across the middle of the screen, so that one dungeoneer can't see what the other is doing. This works pretty well providing you don't keep knocking the piece of card over with all your frantic gesticulating, of course.

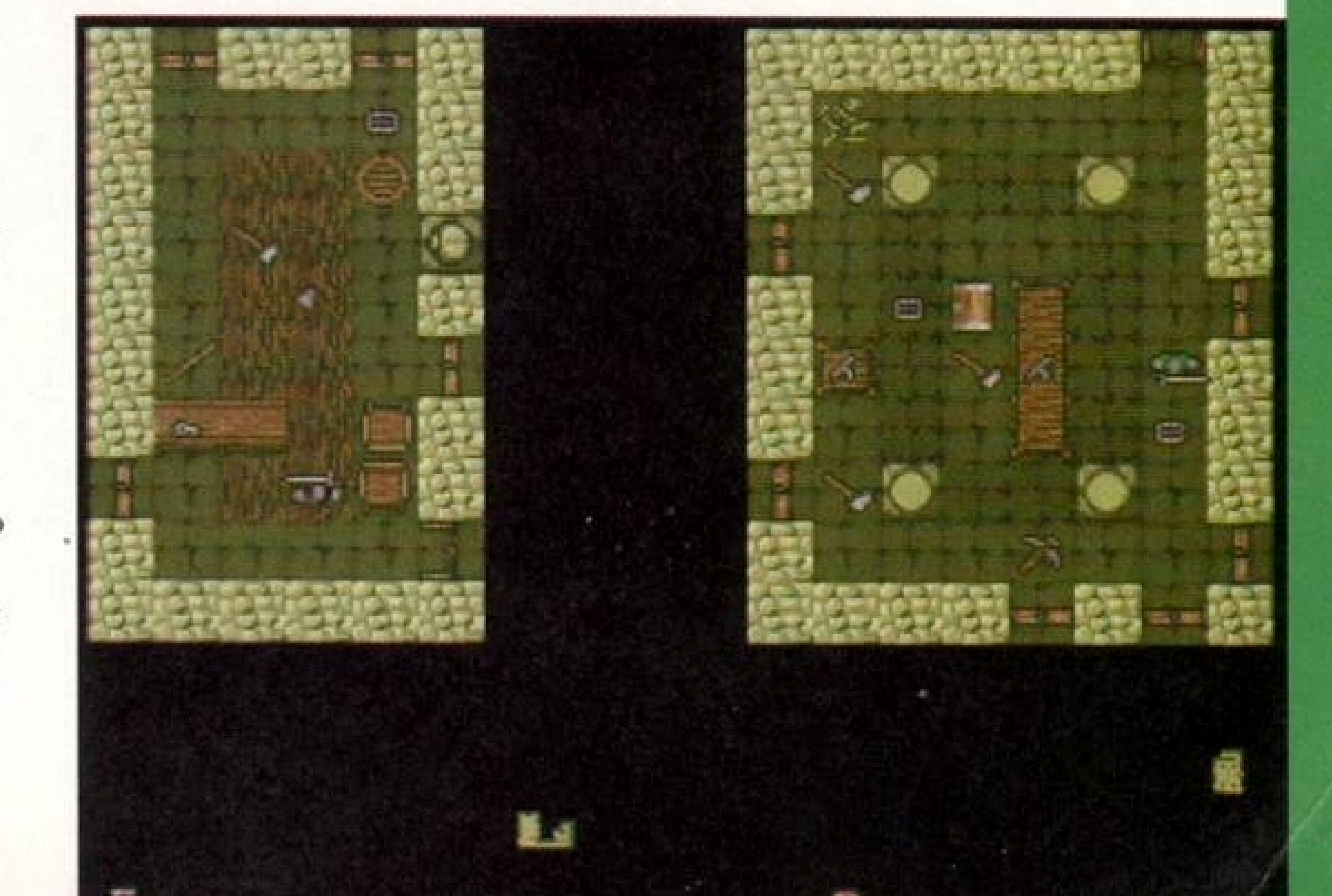
Basically, this game has been very well thought through (for example, if you pick up something big, you have to leave your sword in its scabbard, leaving you open to attack.) The



MIDNIGHT: Yes, I know, flying toilets are an acquired taste.

Continued overleaf ➡

KNIGHTS: Possibly the most extensive set of options ever seen on any game. Hurrah!





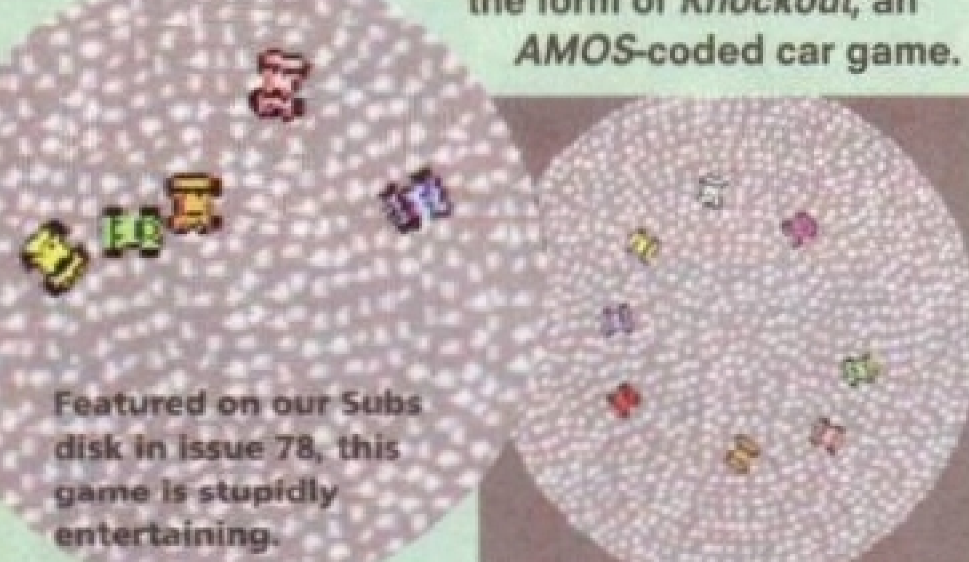
PD Selection of the month

KNOCKOUT

GAME

Ware .... Freeware
Available via ftp on the Internet from the Aminet archives, e.g. src.doc.ic.ac.uk pub/aminet/game/2play/knockout.lha

The second part of the multi-player double whammy this month comes in the form of *Knockout*, an *AMOS*-coded car game.

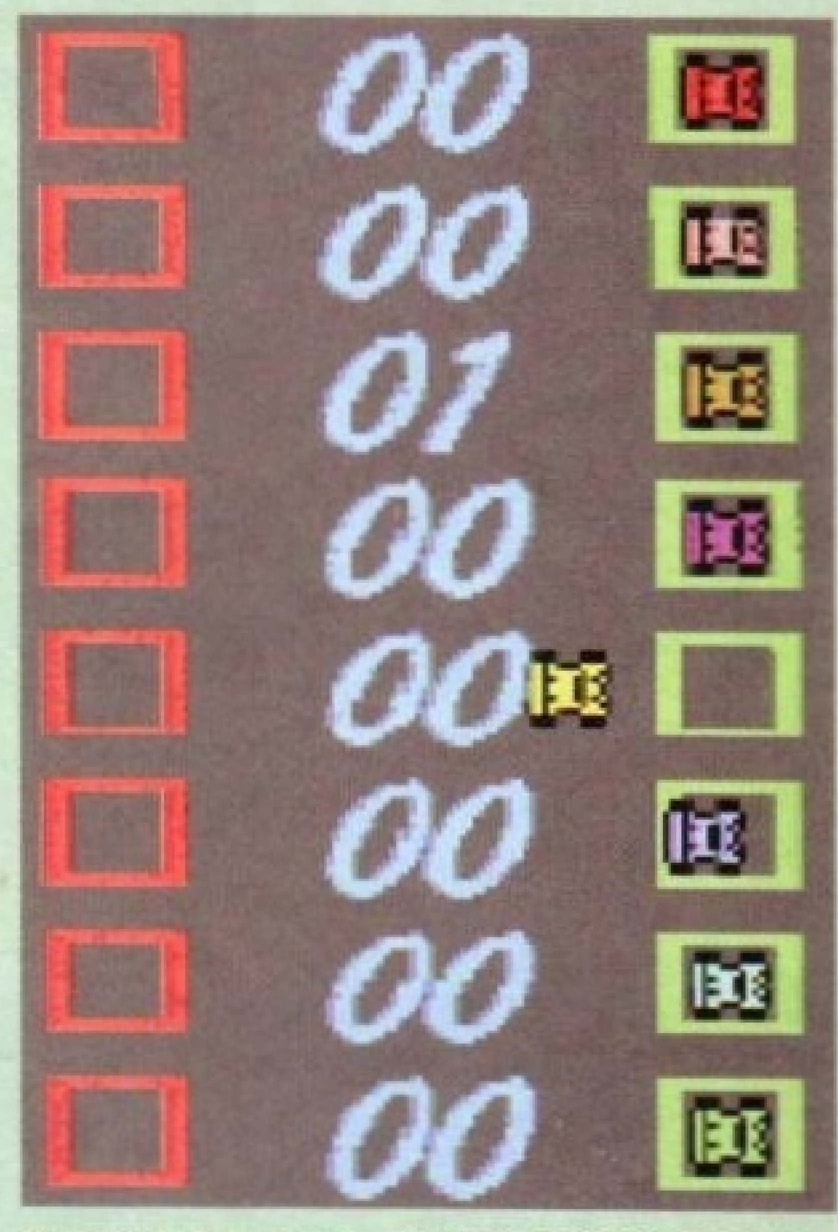


Featured on our Subs disk in issue 78, this game is stupidly entertaining.

It's played viewed from above, *Micro Machines* style, and strangely reminds me of *Demolition Derby* on the PlayStation. Although not quite as hi-tech, obviously.

You're on a circular platform which gets smaller and smaller, and the object is to ram your opponents off. Once you're the only car left, a ramp is lowered, and you have to drive off it, without falling, to get your points. It's very simple, obviously, but the fact you can have five players at once (two joysticks and three on keyboard) enhances gameplay immensely. The sound effects and graphics are rudimentary, but functional, and there's an extra game where you play against three other cars and have to try to shunt a ball into your own goal. Pretty tricky.

The inertia of the cars is set about right, there's enough of a break between rounds to have a nice argument with your friends about who pushed who off, and the whole thing is really good fun. Which is all you can ask of any PD game, really.



The victor's roll is a trying time for the losers.



KNIGHTS: The flagon with the dragon has the brew that is true.

addictiveness is pitched just right, and it's the kind of game we love to see. The sound effects are wonderfully gooey, too. Great stuff.

3DPRO

UTILITY

Ware .... Freeware
Available via ftp on the Internet from the Aminet archives, e.g. src.doc.ic.ac.uk pub/aminet/gfx/3D/3D_Pro.lha)

3DPRO: Minutes to learn and minutes to master. Jeesh.



The author of this smart, snappy and slick utility, Ben Wyatt, must be somewhat chuffed, because we've also reviewed his game *Knockout* this month. No bias, that's just the way the cookie crumbles.

This utility is a 3D stereogram picture generator. Which, on its own, would be an excuse for Steve to write some more sarcastic captions about me reviewing trash again. Fortunately, the user friendliness and fun of this production makes a welcome change from some of the excessively complex and obscure utilities we see. The tutorial is brilliant, showing you exactly where to click and when, and there's a simple, but fun paint program for you to construct your masterpieces.

You may design a pattern for your stereogram to be constructed from, and there's an array of sample images and patterns to choose from. You can even distort and plasma-change your base pattern. Since the patterns and pictures are all created in IFF format, you can make them in your favourite paint package and then load them into *3DPro*.

Ben has also helped you create animations, allowing each of a number of frames of the animation to be saved out as IFFs, ready to be loaded into any external animation program. Simply a great piece of software, both from the point of view of features and ease of use.

3DPRO: Some people say that 3D stereo imagery doesn't work. This program makes fools of them all.

ROM, ISSUE 5

DISKMAG/DEMO-ORIENTATED

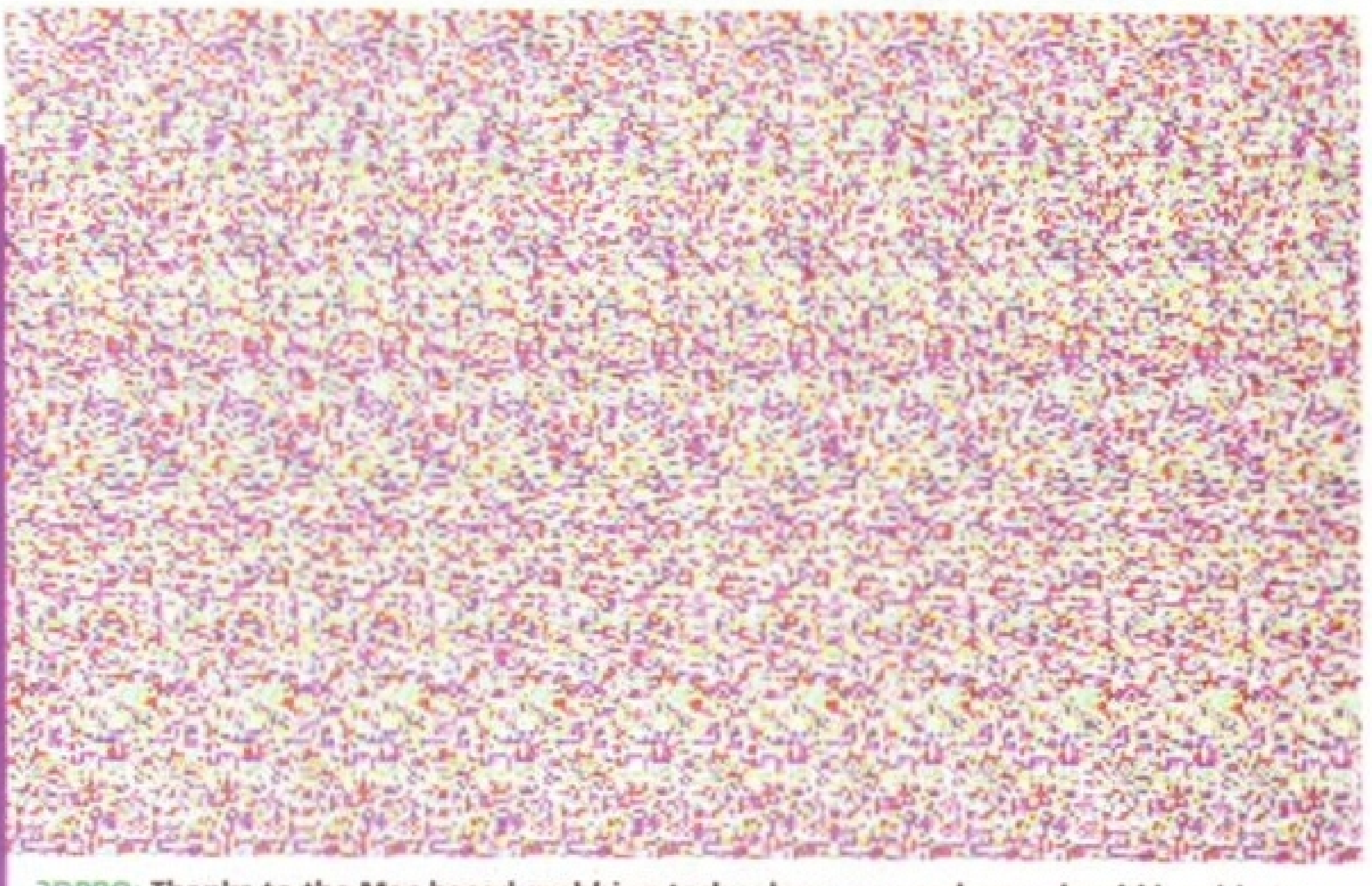
By .... Essence
Available via ftp on the Internet from the Aminet archives, e.g. src.doc.ic.ac.uk pub/aminet/demo/mag/Rom5.lha)

RAW, ISSUE 9

DISKMAG/DEMO-ORIENTATED

By .... Independent
Available via ftp on the Internet from the Aminet archives, e.g. src.doc.ic.ac.uk pub/aminet/demo/mag/RAW9.dms

When looking at the world of disk magazines on the Amiga, it's important to make a distinction between those which deal with just about anything (such as the deceased *Grapevine*, or NFA's *The Word*), and those which deal specifically with the demo 'scene'. This latter set of disk mags can seem slightly less



3DPRO: Thanks to the Mac-based grabbing technology we used, you should be able to see the three squares on the left. Unfortunately, the perspective was wrong and it hasn't worked. But rest assured, they are there in cyberspace.



RAW MAG: More scene than obscene, *RAW* touches the pulse of demo coders everywhere.

ROM: So just what role do girls play on the computer scene? Read *ROM* to find out.


ROM: Profiles of all the best demo coders appear in the hallowed pages of *ROM*.

interesting to the average punter, but can be just as fascinating, especially for those interested in the weird subculture of demos. And, since the demo diskmags are more closely associated with the best demo makers, the quality of graphics, sound, and presentation is often outstanding.

The leading two Amiga demo diskmags at the moment are indisputably *RAW* (an independent production), and *ROM* (by the group Essence). I have to confess to a vested interest in one of these, since I'm a co-editor of *RAW*. But *Amiga Format* pay me more than *RAW*, so I guess I had better give it an unbiased review. Damn.

The latest installment of *RAW*, issue 9, weighs in with a large number of decent articles, often focusing on the leading personalities and groups on the 'scene'. Some very interesting topics are covered, such as whether raytracing pictures can be as creative as pixel-by-pixel drawn artwork. There's a news feature section, reports on the latest demo parties, interviews, results, and features. There's also a fair share of humorous articles, including Lord Helmet's plea to the Scandinavian games company FunCom, who seem to have hijacked most of the good demo makers for the games industry recently.

ROM's current issue, number 5, benefits from some absolutely gorgeous main graphics by Fade-One, and generally immaculate presentation. As for the articles, there's part of a seemingly never-ending discussion on what place girls play in the male-dominated 'scene'; and even an article claiming that the Commodore 64 is the computer to get if you enjoy camaraderie and friendship, and not a sad old relic of the past. Basically, if you're interested in the demo scene and want to know a lot more about it, you should check out either of these diskmags, preferably both. And if you're not interested in demos in the slightest, admire the audiovisual aspects of these magazines, and perhaps peruse the articles, but you'd be best sticking to *Grapevine*, *The Word*, and more general interest productions.

MASTERBLASTER V2.21

GAME

Ware .... Shareware
Available on the Internet via ftp from the Aminet archives, e.g. src.doc.ic.ac.uk pub/aminet/game/2play/MasterBlast221.lha

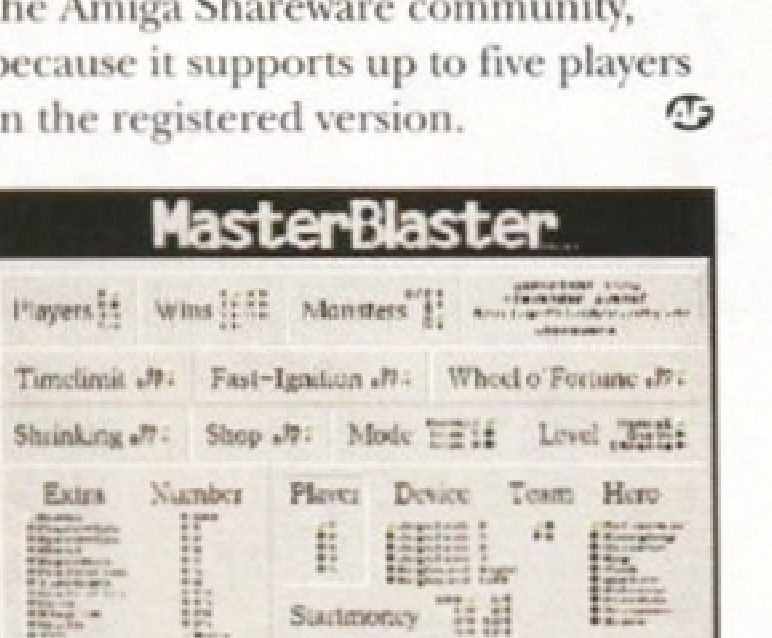
Playing on your computer, on your own, can often be viewed as a fundamentally sad thing to do. As seasoned games players, we know this isn't the case. I mean, we've all got a life, haven't we? Haven't we? In any case, to ward off those nagging self-doubts, just invite your friends round every once in a while for some decent multi-player carnage. Blowing up, spindling, and otherwise mangling your mates is a great way to brighten up your day. And this month's game of choice for acquaintance-assaulting is *MasterBlaster*, the new Shareware variant on *Dynablasters/Bomberman*. Basically, lay bombs to blow the block apart, collect the bonuses, and toast all your opponents to win.

It's very similar to the original, and therefore it's almost as compulsive. There's a few more carefully thought out extras compared to *Dynablaster*, such as an icon to allow you to push brick walls around and crush other players. There's also a shop where you can cash your coin icons to buy all your favourite power-ups.

The unregistered version of *MasterBlaster* only supports three players, and a few of the better options are disabled, but it can still be awfully good fun, since the options aren't completely essential to the gameplay. Besides, the missing features are a good incentive to register and help support the Amiga Shareware community, because it supports up to five players in the registered version.



MASTERBLASTER: This time round you are limited to only three players, unless you register.



MASTERBLASTER: This is the improved and updated version from our Coverdisk.

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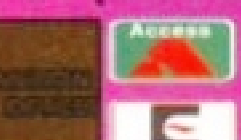
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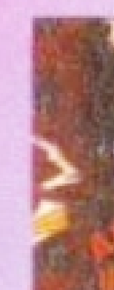
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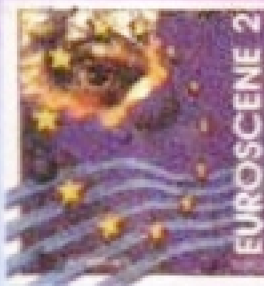
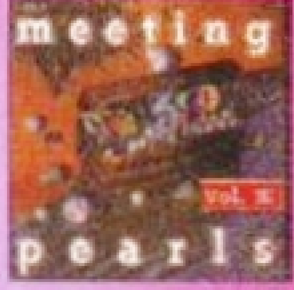
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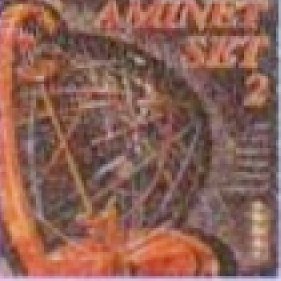
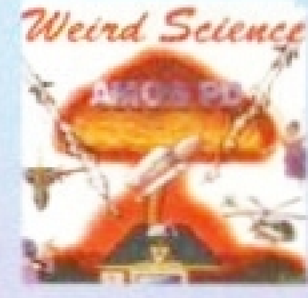



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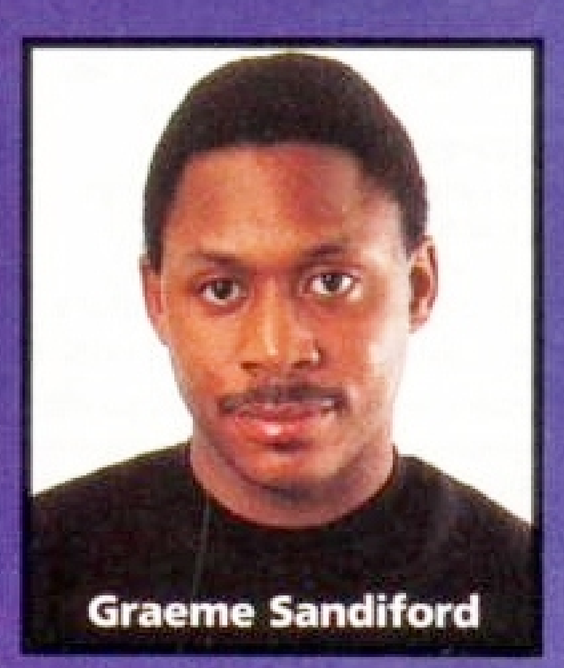
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AF SERIOUS

In terms of removable mass storage Amiga-owners have never had it so good, as the competition heats up with a new drive from SyQuest pg95

AMIGA FORMAT JANUARY SALES


Graeme Sandiford

It's bargains galore this month because we've got a 24-bit Epson flatbed scanner for under £500 and another low-cost removable mass storage device that should give the Iomega Zip drive a run for its money. The EZ Drive from SyQuest has an enormous storage capacity of 127Mb on a single cartridge for only £17. We've also given the latest version of *Imagine* a good "going-over" to see if it still has what it takes to be the Amiga's favourite raytracer. The Amiga's most powerful mathematic tool, *Maple V* version 3, is on test too. We've also got several collections of professional-quality 3D objects for *LightWave* that cover everything from anatomy to lava lamps. Not forgetting version 2 of *Organiser* and a selection of the best CD-ROMs.

REVIEWS

83 EPSON GT5000
Nick Veitch can hardly believe his luck in finding an Epson scanner complete with stand-alone software and all the necessary leads for under £500. Join him as he scans everything in the office that will fit.

87 IMAGINE 4.0
Once the Amiga's favourite raytracer, *Imagine* has lost ground to several packages, but is it really too late for a comeback? **Graeme Sandiford** screws his face up and nods gravely as he accepts the commission to find out.

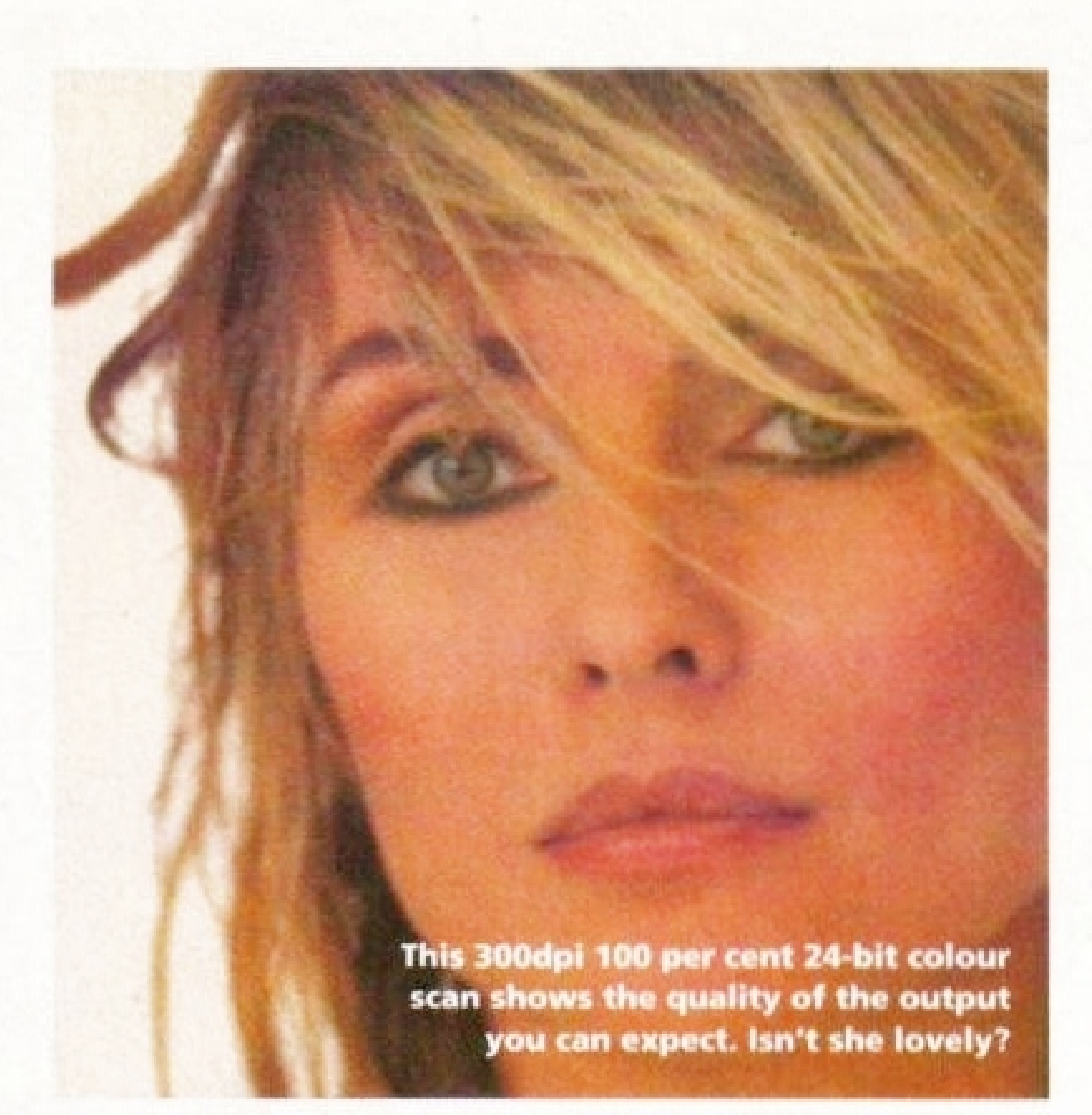
91 ORGANISER 2
Could the arrival of this program herald a new era of organisation for **Graeme's** desk, or will things continue as chaotically as ever?

92 PRO OBJECT COLLECTIONS
It is not always possible to create your own objects for 3D projects, but there is an alternative – the *Pro Object Collections*. **Graeme Sandiford** tries to discover if they are worth paying £100 for – that's each!

95 SYQUEST EZ135 DRIVE
Graeme Sandiford examines the Iomega Zip drive's first real competitor and decides it is not a good idea to play shuffle puck (whatever that is) with the cartridges.

96 MAPLE V VERSION 3
John Kennedy knits his brow in concentration as he attempts to discern the true nature of the universe with this amazingly powerful mathematical tool.

100 CD-ROM ROUND UP
Graeme Sandiford takes a trip down memory lane as he encounters sequels to many of his favourite CDs of all time.


This 300dpi 100 per cent 24-bit colour scan shows the quality of the output you can expect. Isn't she lovely?

Whereas once a flatbed scanner was a luxury, high-end peripheral that only a few could afford, they have decreased in price rapidly over the last five years. Technology that cost over £1,000 in 1990 can now be bought for under £500.

Aside from being general good news, this also means that the market for flatbed scanners opens up. Instead of being expensive peripherals only for professionals, now they are more within the reach of the enthusiast or amateur. Epson have revolutionised this market, particularly for the Amiga, by producing excellent scanners with good resolution and high optical quality at more and more reasonable prices.

The GT5000 is the latest in this series, and you can immediately see some of the technological advances. For a start, it's tiny compared with older members of the series such as the GT8000 or even the GT6000. The "footprint" of the unit is scarcely bigger than its A4 scanning area.

It isn't quite as deep as its ancestors either, which all goes to make it a real desktop scanner, and not a scanner which requires a whole desk to itself. The model under test has a parallel interface installed. Although the scanners usually have a choice of interfaces, there isn't much support on the Amiga for SCSI scanners. In truth, it

Continued overleaf ➡

If you want a quick and simple way to get quality images into your Amiga, Nick Veitch may have the ideal solution.

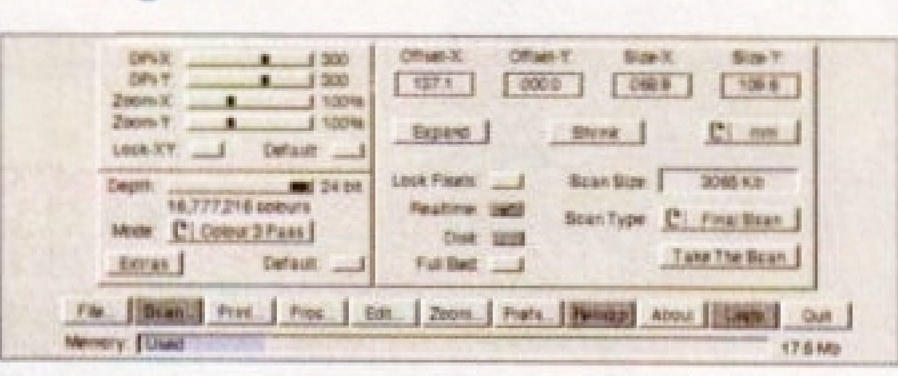
Epson GT5000

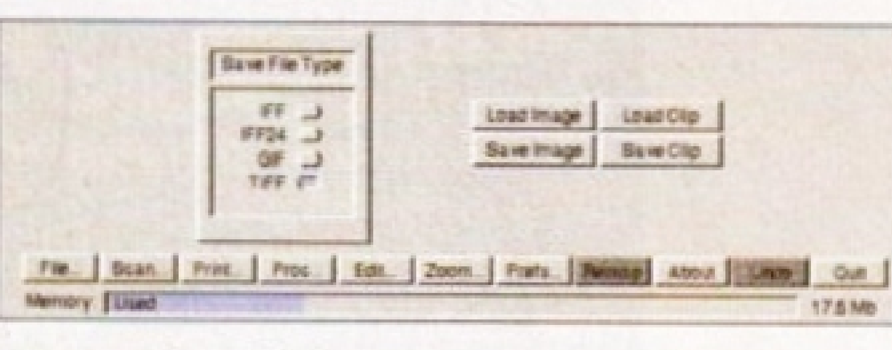
Scanning with Powerscan software

The Powerscan software included with the scanner is an adaptation of the program which started life accompanying hand scanners. Over the years though, it has come a long way, and is arguably better, at least in terms of control and features, than many of the plug-in modules for the likes of AdPro or ImageFX.

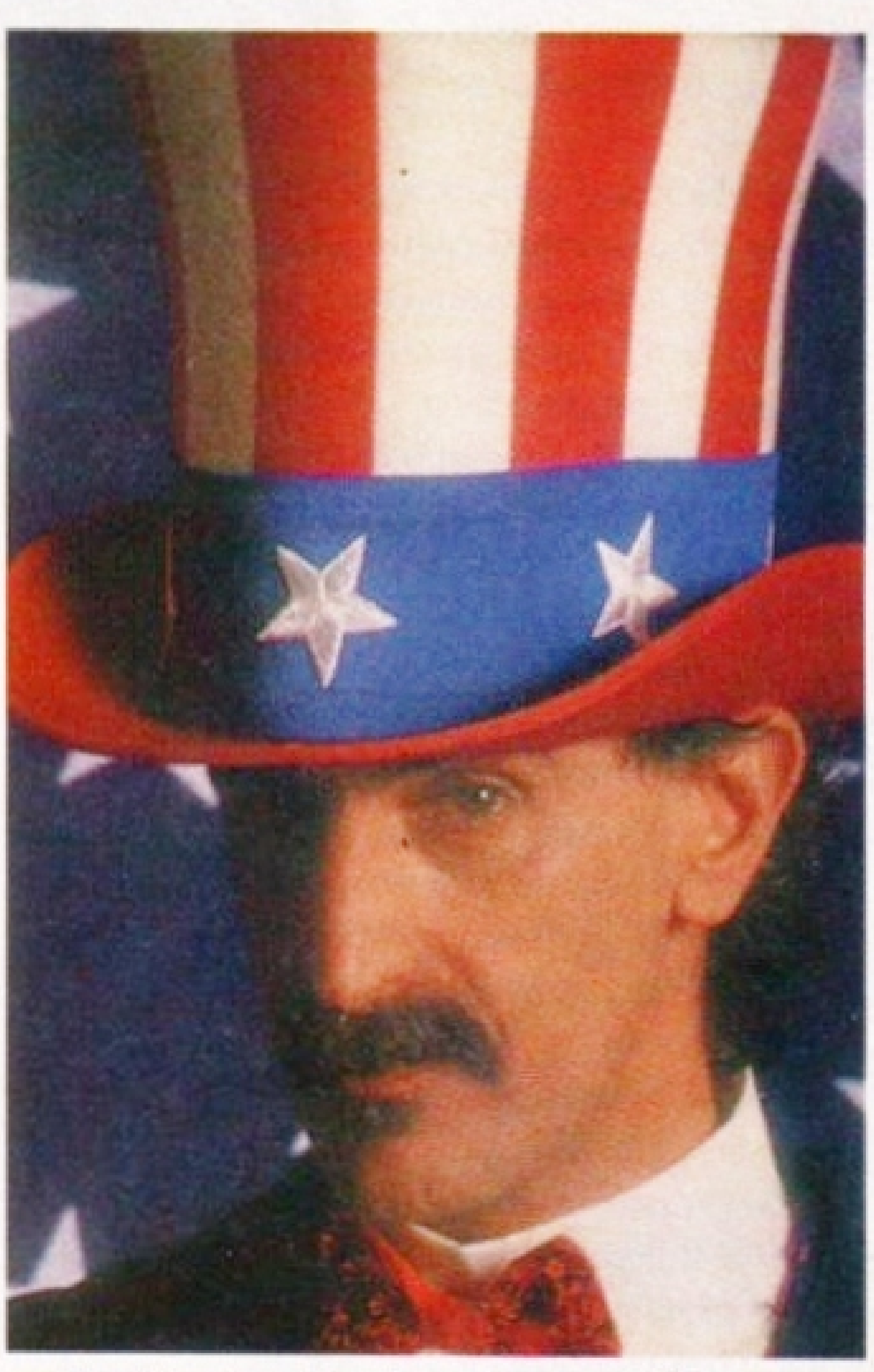

1 The first step is to place the image in the scanner and do a full bed grayscale scan. This only takes a few seconds. Then you can adjust the scanning area by moving and re-sizing the scanning box.


2 For fine adjustment, it may be worth adjusting the scanning area again for exact placement (although you can crop it after the scan). Taking another preview scan automatically zooms in on the selected area so you can check it.


3 Now you must select the dpi (dots per inch) settings and the zoom factor. Both of these will effect the number of pixels the image will take up. You don't normally find dpi settings on Amiga software, but these are included as part of the TIFF format, so if you are exporting the graphics, it is useful to get the hang of them. 300dpi is laser quality.



4 You should also select the colours you want. Bizarrely, the software handles multiples of three bits, so for colour scans you can have 3, 6, 9, 12, 15, 18, 21 or 24 bits per pixel, giving a range of colours. Once scanned, you can then save in a variety of appropriate formats.


5 The final results depend an awful lot on the selections you have made, and the quality of the original artwork. But this is a very good scan from a magazine picture of cosmic genius, Frank Zappa.



The scanner has a tremendously small footprint, barely bigger than A4.

Using 256 greys gives the best greyscale image, but a halftone may reproduce better on paper.

The full 24-bit colour scan at 200dpi, 70 per cent. Colour reproduction is very good on the standard settings.

isn't that much of a hardship anyway, because the parallel interface is more than able to keep up with the speed of the scanner – it isn't as though the interface is much of a bottleneck.

One point to consider though, is the cable. If you intend to use the scanner with software other than the *Powerscan* program bundled with it, you will probably need a different cable.

The *Powerscan* software does take an alternative approach to the plug-in modules we are used to for scanning, however, in some ways it bears a great similarity to *ImageFX*. For a start the control panel opens on a screen superimposed on a preview background screen. The background shows either greyscale previews or HAM, HAM8 or 256-colour renditions of the image that has been scanned in.

One of the more unusual halftone types supported is this net effect.



Traditional halftoning gives a more even spread of tones across the image. This was scanned at 300dpi, 100 per cent.

For black and white scanning, there are a variety of halftone types to choose from, which is always important. Once the halftone has been generated, there is no way of changing it, so it's not a case of being able to load it into another image processing package.

As well as the standard settings for size and colour depth, the software allows for different gamma correction, brightness thresholds and a variety of other effects which can make the best out of bad material.

Once an image is scanned in, it can then be resized, processed, edited or simply saved out in IFF, TIFF or GIF formats.

As you can see, the Epson GT5000 scanner is perfectly capable of delivering quality results. Most of the images on this page are taken from a Polaroid picture of our cover image – not ideal base material – and yet the results are quite tremendous. This is a competent, quality set-up which should suit all but the most demanding professionals, and which represents great value for money.

AMIGA GOLD FORMAT

EPSON GT5000

DISTRIBUTOR
Power Computing
01234 273000

PRICE
£489.95 (inc. software and cable)

SYSTEM REQUIREMENTS
4Mb recommended

SPEED ●●●●
It doesn't seem quite as fast as the GT9000, but you will rarely be left sitting around.

RESULTS ●●●●
The scans achieved are not perfect, and blurring is obvious on really high magnification, but they are more than adequate for normal use.

ACCESSIBILITY ●●●●
The software has improved dramatically, and although idiosyncratic in some ways, it shouldn't pose problems.

FEATURES ●●●●
Doesn't support a transparency unit, but that's about all that's missing from the hardware.

VALUE ●●●●●
You can buy cheaper scanners, but I doubt if they'll match this for ease of use and quality of output.

"Excellent value for money for under £500."

90%

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IMAGINE 4.0

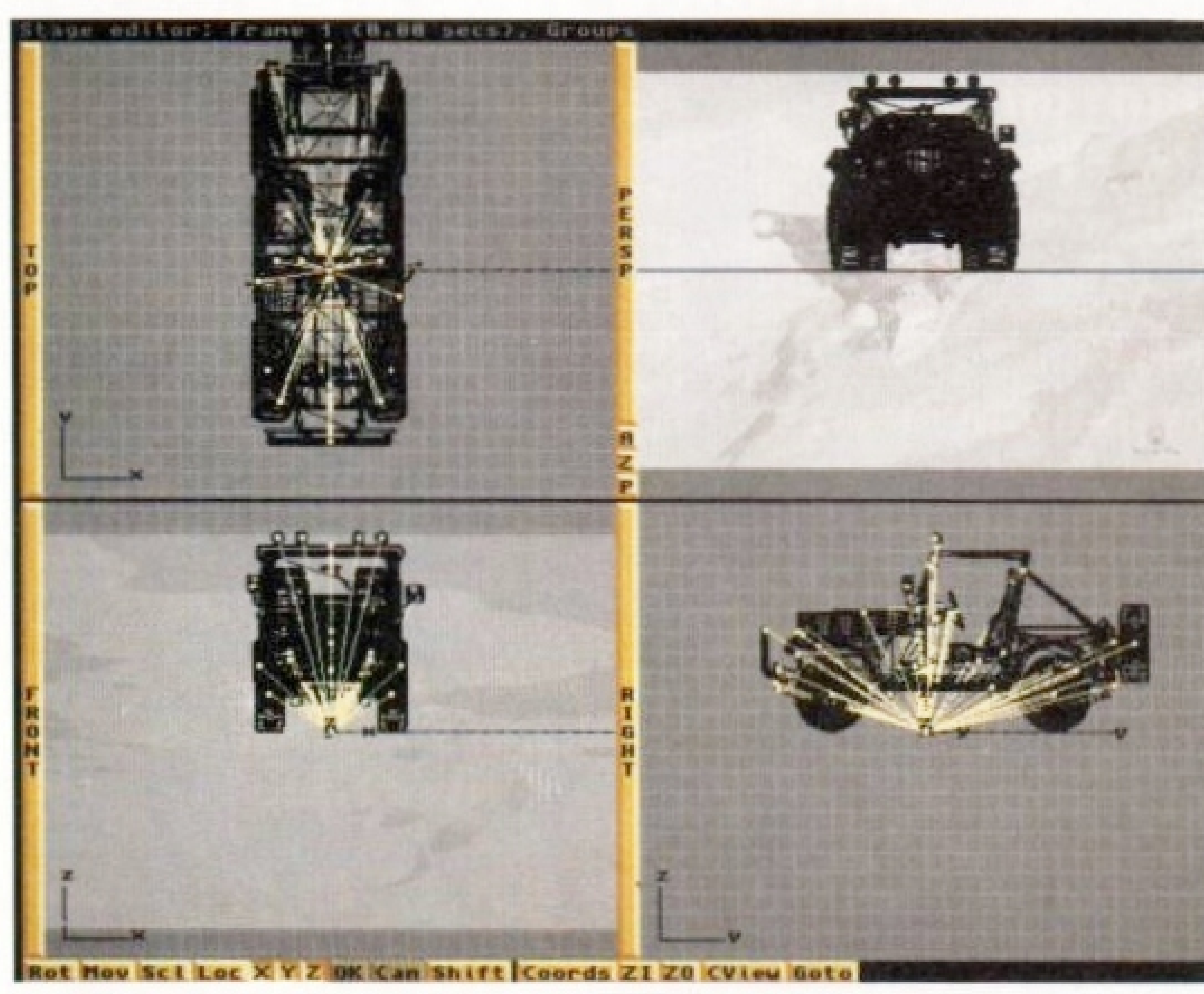
The latest version of the 3D animation system, *Imagine* has arrived. Graeme Sandiford discovers all the new features included since version 3.3.

My word, it seems like only last week I was reviewing *Imagine 3.3* and now (three months later) *Imagine 4.0* is installed on my hard disk. It is a testament to the popularity of *Imagine* that, not only has it kept going, it is still being developed and improved upon. It is also nice to see that Impulse haven't waited for the completion of the PC version to release the Amiga one.

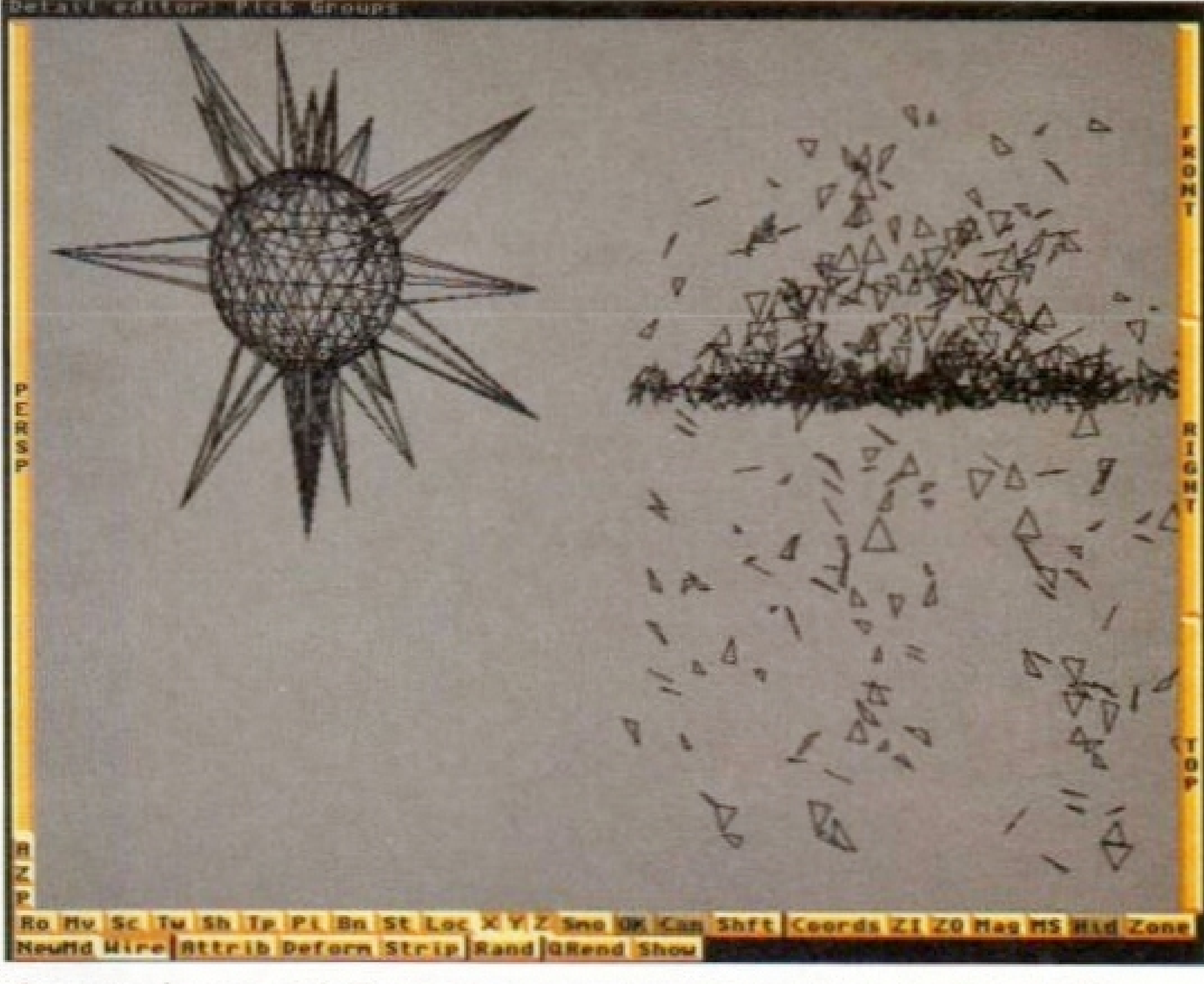
Imagine needs no introduction – everyone who has had something to do with 3D graphics has probably used it at one time or another. However, despite numerous revisions, the years haven't been kind to the program's interface and it is starting to look really dated. In fact, even the program structure itself is old fashioned – *Imagine 4.0* comprises no less than seven editors for performing different tasks. While programs like *Real 3D* and *Cinema 4D* are completely integrated and even *LightWave* only has two modules.

There is no excuse for this overly modular design which is holding back the progress of the program and severely limits its functionality. It is a pain to have to keep switching from one editor to another to add detail to models, then to set the scene and animate it, another to set the global effects and finally one to render your project. However, version 4.0 has blurred the divisions between the editors by including features previously found only in version 1 and has the advantage of being familiar. A couple of examples of this are the addition of an attributes requester in the Stage Editor and the use of FX modules in the Detail Editor – more on this later.

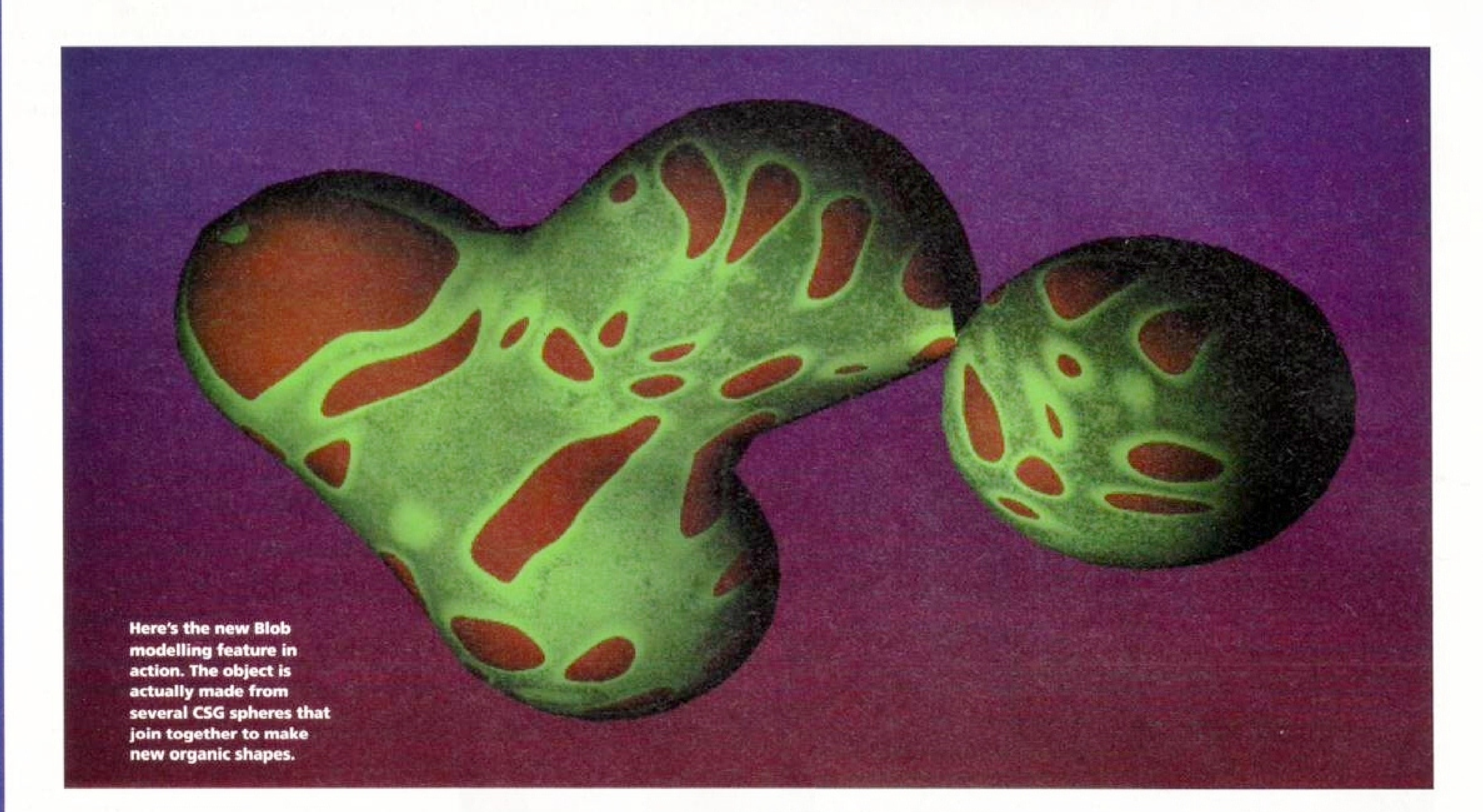
Three exceptions to this "blurring", or major changes, are the Forms, Cycle and Spline editors which have stayed virtually unchanged since version 3.0. Although it took a while to find them, the Project Editor has had some changes – an all-new Show menu that shows pictures and animations and a motion blur option. The amount of motion blur is determined by the number of extra frames you want added and the shutter time. The Action Editor has also had a minor adjustment in the form of an improved starfield. *Imagine*'s much-maligned starfield has been altered to generate stars of different intensity which produces a more realistic effect.



The Stage Editor can now load backdrop images for rotoscoping.



If you need more modelling tools you can load Stage FX into the Detail Editor.


Here's the new Blob modelling feature in action. The object is actually made from several CSG spheres that join together to make new organic shapes.

The Stage Editor has been given several new features since version 3.0. Perhaps the most useful of these is being able to load a background image for creating animations that involve rotoscoping – mixing live action with rendered images. In version 4.0 it is also possible to specify auto-loading of backdrop pictures, so once a picture has been placed as a backdrop in the Action Editor it's loaded automatically to the Stage Editor.

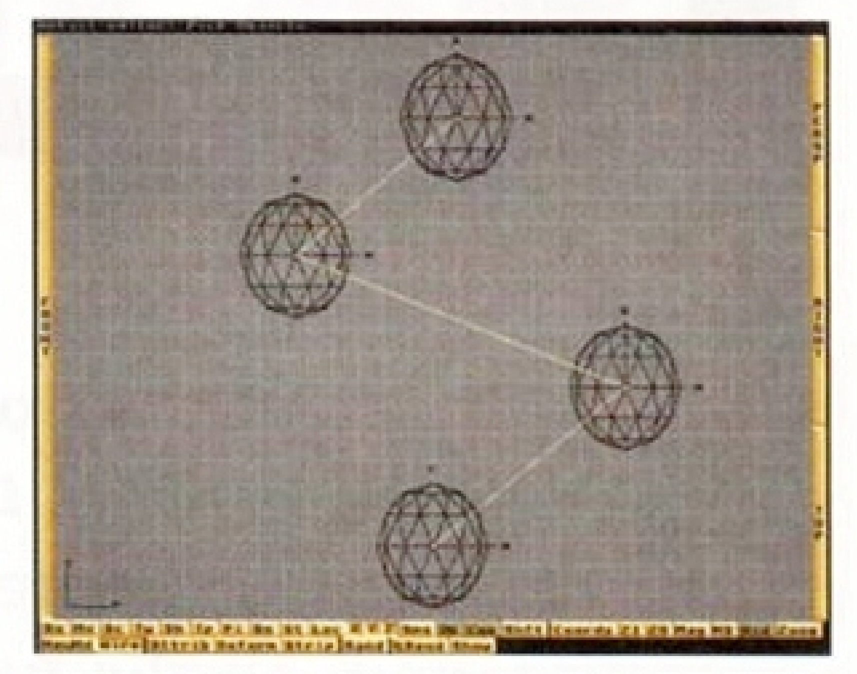
However, as with previous upgrades, the Detail Editor has received the lion's share of new features. A useful feature of *Imagine*'s attributes requester has been the ability to turn objects into lightsources. This technique is especially effective when combined with textures and produces interesting effects. Now it is possible to specify a soft shadow for light objects which gives you shadows with a penumbra and an umbra – great for adding atmosphere to your renders, but it does have a high time overhead.

Perhaps the most significant all-new feature is Blob modelling. This is a bit like the NURBS or Metaball modelling tools and is ideal for creating organic and globular objects. *Imagine*'s Blob modelling tools use CSG spheres as the basis for a blob mesh. Although based on spheres, when two or more blobs are near to each other they form a new shape depending on their proximity and their strength settings.

This is a great tool for creating organic and bizarre objects quickly. However, because they are based on *Imagine*'s CSG spheres you can't change their relative dimensions by squashing them or other deforming operations. It is a shame the Blob tool can't be used with primitive spheres because it would give you more control over the way the final object appears.

The most useful new addition is the Detail Editor's ability to apply Stage FX to objects. This may seem pointless, but in fact it opens the way for procedural (mathematically-based) modelling. This means that the Detail Editor has access to a new range of modelling tools and that new ones can be added easily in the future. There are several other additions to the Detail Editor including a new cascade grouping hierarchy that groups objects sequentially, automatic picking of pasted objects and a smooth tool for smoothing objects.

It may sound as if there hasn't been many additions to *Imagine* since version 3.3, but there's actually been some relatively major ones. However, the one thing that the program needs most, a new interface and structure, isn't here and until it is *Imagine* will continue to lose out to *Cinema 4D,* despite being a little more powerful.


If you don't want all of your objects grouped to the same parent try the Cascade feature.

IMAGINE 4.0

DISTRIBUTOR
Emerald Creative Technology
0500 749469

PRICE
£198.90 (£99.95 for upgrade from version 3.0)

SYSTEM REQUIREMENTS
Hard disk
3Mb RAM recommended

SPEED ●●●●
Imagine's rendering speed has improved on the whole from version 3.0

MANUAL ●
Arrgghh, the only competition for the worse manual award, *Real 3D*, has been firmly quashed.

ACCESSIBILITY ●●●
Despite an improvement from earlier versions, it is still a pain to use compared with other programs.

FEATURES ●●●●
There are plenty of new features – the use of Stage FX and the new Blob tool are welcome additions.

VALUE ●●●
The same price as *Cinema 4D*, but there is a £100 upgrade offer.

"Nice features – shame about the interface"

86%

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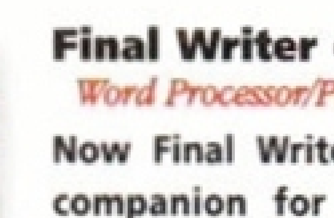
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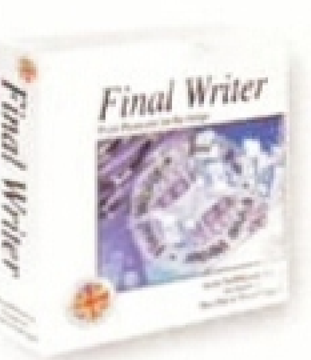
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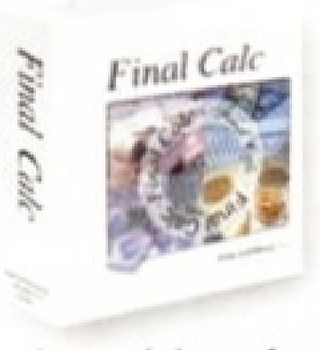
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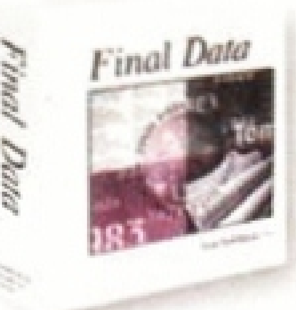
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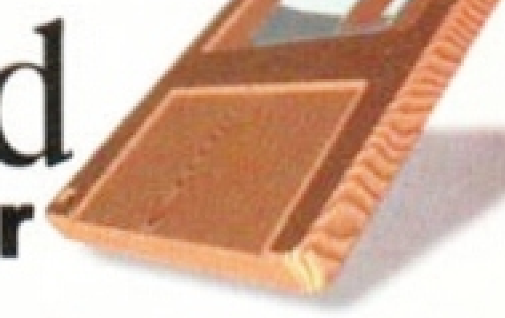
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In a final attempt to get Graeme Sandiford sorted out, Digita have released a new version of *Organiser*.

The life of a Technical Editor is far from easy – there's so much to do and it is nearly impossible to remember it all. This is why I was determined that when *Organiser*, from Digita International, was completed I would use it daily. Unfortunately, due to certain human frailties (bone idleness) this new-found dedication to organisation proved ephemeral and lasted only two issues. However, I have been given a second chance with the arrival of *Organiser 2*.

It is hard to imagine what new, useful features could be added and at first look there is very little evidence of radical changes. The interface is still a copy of a paper-based PIM (Personal Information Manager), with access to different areas of the program through tabs on the side of the screen and moving through the different entries by turning "pages".

As well as revising the *Organiser* program itself Digita have created a *96 Plus Pack* which is a collection of new Supplements and Diary Themes. Supplements are a collection of useful information from related topics and include astronomy facts, travel information, historic events, sport and even three dedicated to different varieties of wine, how they should be served and how to get hold of wine cheaply. The Diary Themes provide information on events that have happened on the current date such as celebrity birthdays. There are over 100 new supplements and over 20 diary themes. These are free with version 2 of *Organiser*, and users of version 1 can buy it separately for £9.99.

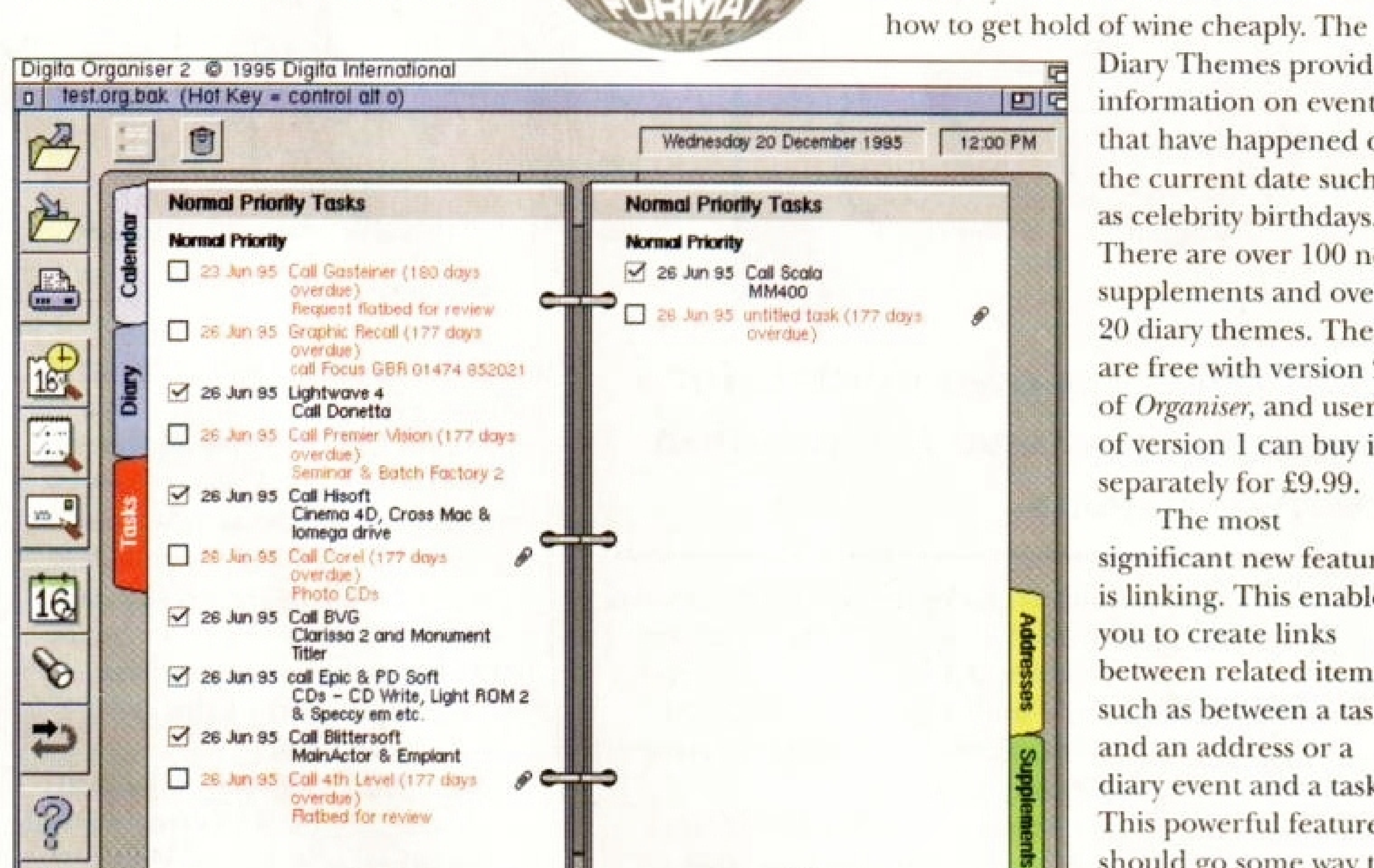
One of the many nice touches found in *Organiser* is the daily fortune cookie. These appear each time you run the program. As my machine crashes several times a day I've become a master of wise sayings and proverbs.

The most significant new feature is linking. This enables you to create links between related items such as between a task and an address or a diary event and a task. This powerful feature should go some way to making up the ground lost to *Twist Organiser*'s relational features (although *Twist Organiser* may not appear in the UK).

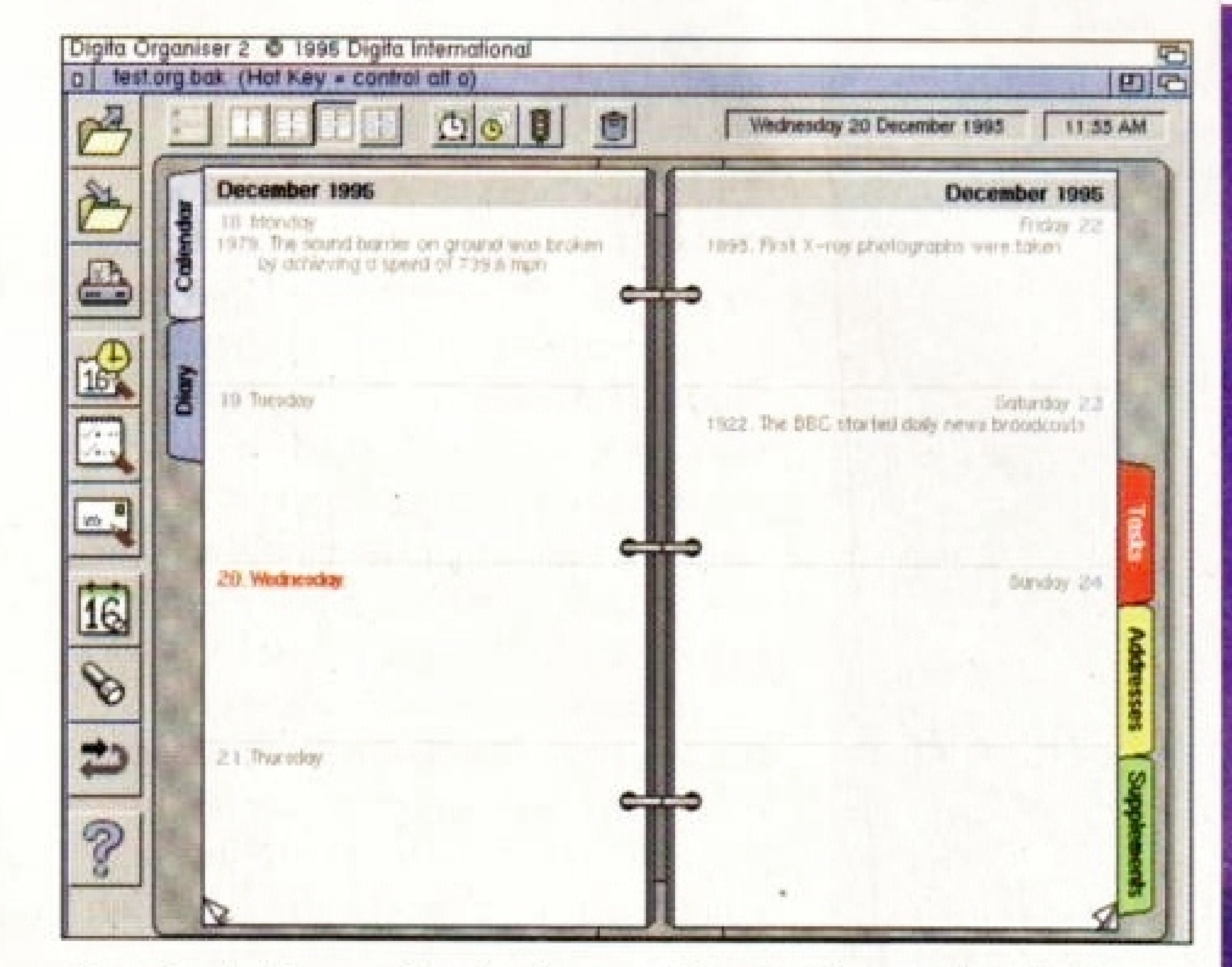
One annoying thing in *Organiser 1* was that if you wanted to change the available supplements you had to quit the program, copy the files to the appropriate directory and start again. Now you can just use the rescan menu to refresh the available supplements.

The remaining changes to *Organiser* are minor and mainly enhancements of its existing features or interface. While in the Diary screen you can use scroll arrows if the entries are too long and Diary Theme events now appear greyed-out so that it is easier to distinguish between them and normal events. It is also possible to load in a Theme using the Open menu item. The Addresses screen has a new salutation field which is useful for mail-merge operations.

Organiser is now a leaner and more refined beast.



This is a sorry sight indeed, just look at all those those overdue tasks. I'll be in trouble for sure. The ones with paper clips are linked to other areas of the program such as the Address or Diary sections.



***Organiser*'s Diary section is where you'll probably spend most of your time. In version 2 you can load Diary Themes with the Open menu item – they are the ones greyed-out.**

ORGANISER 2

DISTRIBUTOR
Digita International
01395 270273

PRICE
£49.95
(Upgrade £14.99)

SYSTEM REQUIREMENTS
Workbench 2,
2Mb of RAM

SPEED ●●●●
Organiser is faster than before, even when dredging through huge Supplements.

MANUAL ●●●●
Tells you all you need to know, plus has some helpful hints.

ACCESSIBILITY ●●●●●
A simple interface combined with DigiSense makes the program a pleasure to use.

FEATURES ●●●●
An excellent range of features that would be difficult to improve upon.

VALUE ●●●
Although similar PC programs cost more, £50 is still quite a lot.

"The best Amiga PIM currently available."

92%



If you can't afford to buy a real sports car you can pretend with the Autos/Vehicles objects.

Pro Objects

If you don't have the time to build your own models for 3D animation, Graeme Sandiford may have the solution with this brand new collection of objects.

There's nothing quite as satisfying as completing 3D animation that you've started from scratch. However, due to shortage of time or modelling ability, it is not always possible to build your models because this can often be the most time-consuming part of any project. One method of obtaining highly detailed 3D models quickly is to get real-life models scanned in with a 3D object digitiser. However, this is extremely expensive and is usually beyond the financial grasp of most casual, and even some professional artists.

This is when the *3D Object Set* collections, created by Dedicated Digital Imagery, can be a real life-saver. We'll be taking a look at five of these themed collections of *LightWave* objects; Autos/Vehicles, CityBuilder, Household Items, Medical/Anatomy and Space Essentials.

Autos/Vehicles

This is actually a surprisingly varied collection. As you might have expected the collection has its fair share of svelte sports cars, but it also has a selection of more mundane and eminently more useful vehicles.

Among the more sporty vehicles, you'll find several recent models of popular cars including; Saturn SL, Corvette, Firebird, Acura Integra and a Camaro z28. As you can probably tell from this list, the collection has a strong American influence. There is also a directory dedicated to authority vehicles such as a police car, fire engine, ambulance, rescue truck and a bucket truck (one of those trucks with a extendible arm and box on the end for lifting people up).

There are some mass transport vehicles such as a bus, subway train, school bus, a train engine and several train carriage types. There are several construction and transport vehicles too. To help make creating complete scenes easier this collection also has some miscellaneous objects including trees, roads, junctions, lamp posts, parking meters, traffic lights and a variety of road signs.

This is definitely one of the better collections and the objects are of a high quality as well as being incredibly varied. The only improvement would be better surfaces and maybe a few textures and decals.

Space Essentials

This is a collection of space-related objects and should contain enough to create most real-life scenes. However, if you are looking for a highly detailed model of the USS Defiant or other fictional space vessels, then you will be disappointed because only real spacecraft and the planets of the Solar system, and their moons, are included (except a cartoon space rocket).

The planets have all been created to their relative scales, in proportion to each other, although they are only a tenth of their full size. As well as the planets and their moons the collection also includes the Sun. Unfortunately, this object isn't particularly inspiring and doesn't look like the hot, celestial



As a whole the Space Essentials collection is a little disappointing.



body that it is, but more like the collapsing sun in *Star Trek Generations.*

The historical spacecraft includes several notable vessels such as the space shuttle, Sputnik, Mariner, Lunarlander, Gemini VII and many others.

There are also some handy objects such as blackholes, nebulas and a spiral galaxy. This is quite an impressive assembly of famous spacecraft, not to mention planets, but the quality of the objects is not quite as impressive.

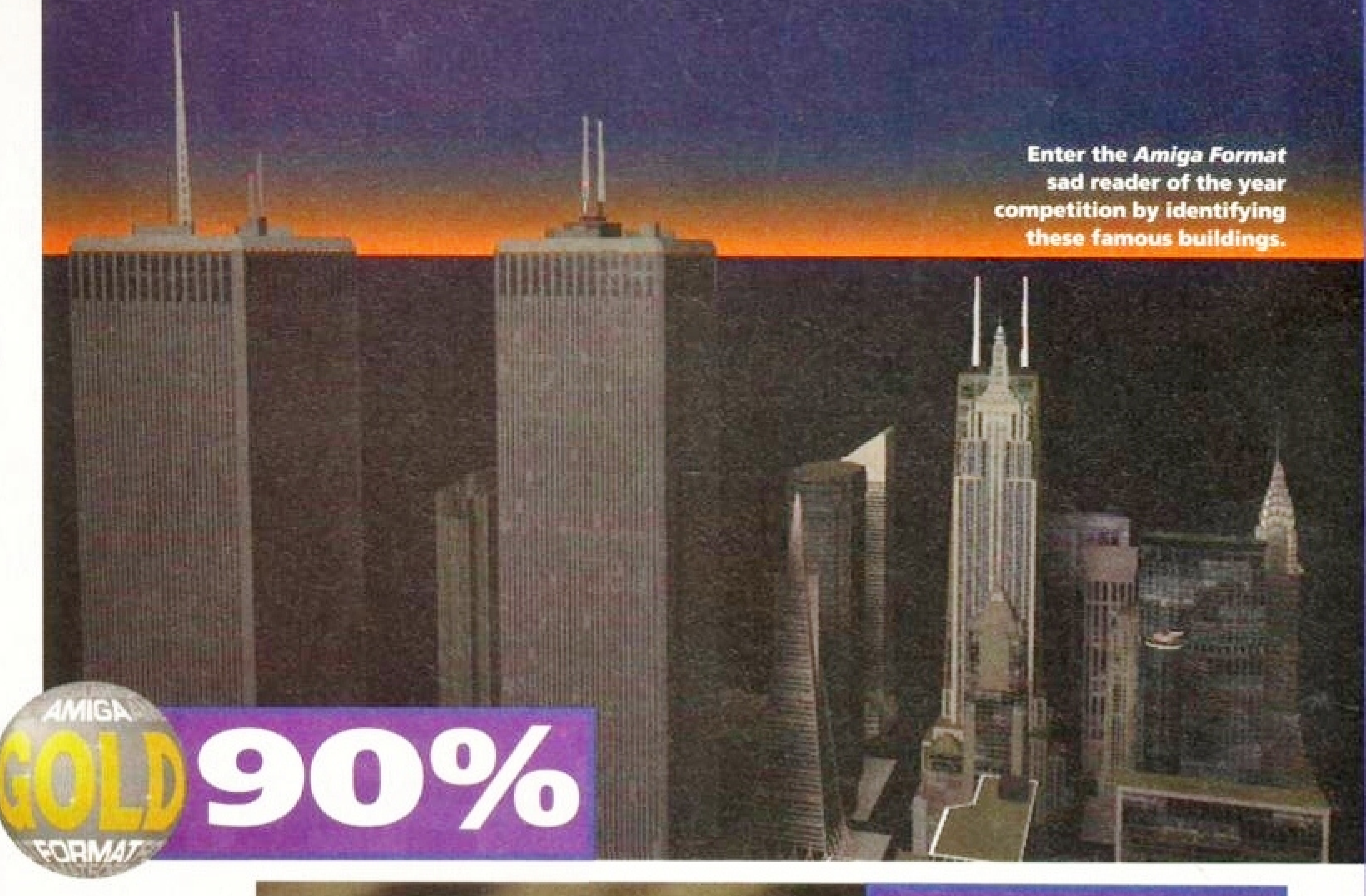
CityBuilder

This collection contains all the objects you are likely to need to create city-based scenes such as car-chases or rampaging 50-foot monsters. There are a number of famous buildings, all American, that are readily identifiable such as the Chrysler building, Brooklyn bridge, the Empire State building as well as several others I don't recognise.

As well as actual buildings you'll also find generic ones. These include apartments, chalets, a gas station, hotels, a bank, an old office, a modern office, a row of houses, a stadium and even a semi-constructed building.

As with the Auto collection there are also some common street objects such as traffic lights, trees, parking meters and an alley. Other road-related objects include several streets, four and six-lane motorways and overpasses. There are also low-density versions of the famous buildings which are ideal for smashing up by dinosaurs or crashing low-detail cars into.

As with most of the collections there are ready-made scenes to help you get started. There are also some helpful tips and hints about things such as lighting the objects, adding more detail, planning your cities and creating effective animations.



Enter the *Amiga Format* sad reader of the year competition by identifying these famous buildings.



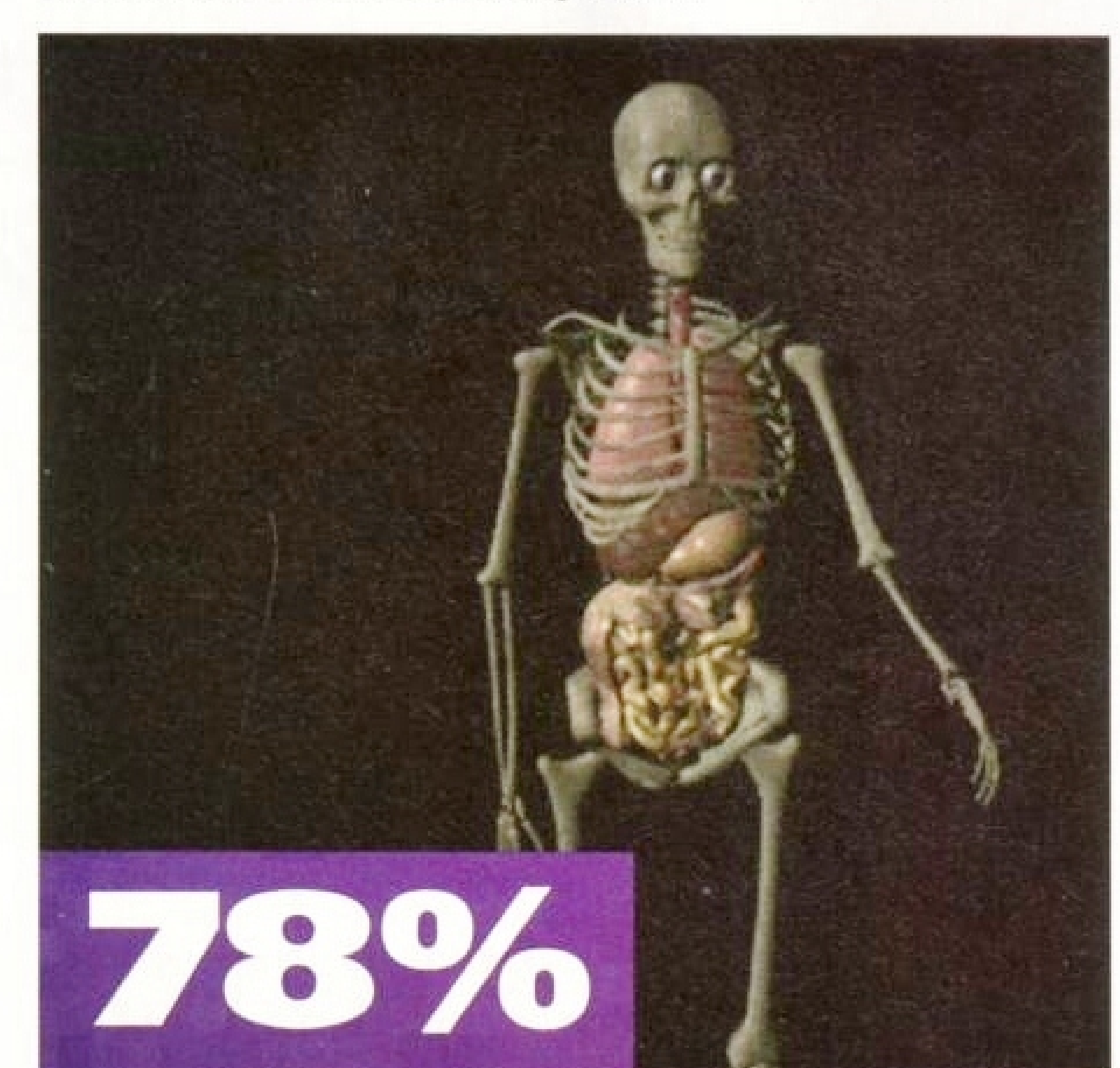
Thankfully, not all of the objects in the Household collection are from the 70's like this lava lamp.

Medical/ Anatomy

This collection is not for the squeamish because it contains almost all of the bones and a good number of the major organs found in a human body. As far as I can tell the skeleton is anatomically correct and is quite detailed. Its hierarchy has also been set up to enable easy animation.

The organs are similarly well detailed and seemingly accurate. The organs that have been covered include the brain, eyes, intestines, gall bladder, kidneys, liver, heart, tongue, spleen and many other yucky things.

This is another good collection, but given the relatively small number of objects and their limited appeal it is questionable whether it is actually worth £115.



Dem bones, dem bones, dem dry bones – oh and dem squishy organs too.

Household Items

I must admit to being a little surprised about the existence of this collection because household items are usually among the easiest, and therefore quickest objects to create.

This simplicity is the reason that there are so many objects on a single floppy. The collection contains just about everything you might expect to find in a modern home – except a toilet. There is a knife, soap, ketchup, sofa, stools, coat rack, soup can, shampoo, toothpaste, fridge, glasses, mustard and even a lava lamp.

The objects are quite realistic, which is thanks to some clever use of texture and reflection maps.

Unfortunately, I had a great deal of trouble loading the example scenes and several of the objects, because they were not saved properly. However, this will be remedied as soon as possible.

PRO OBJECTS

DISTRIBUTOR
Activa UK & Anti-Gravity Products 0181 402 5770

PRICE
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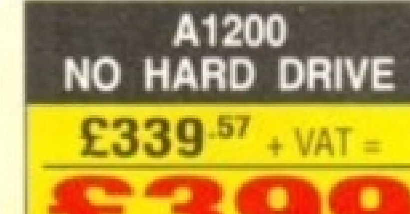
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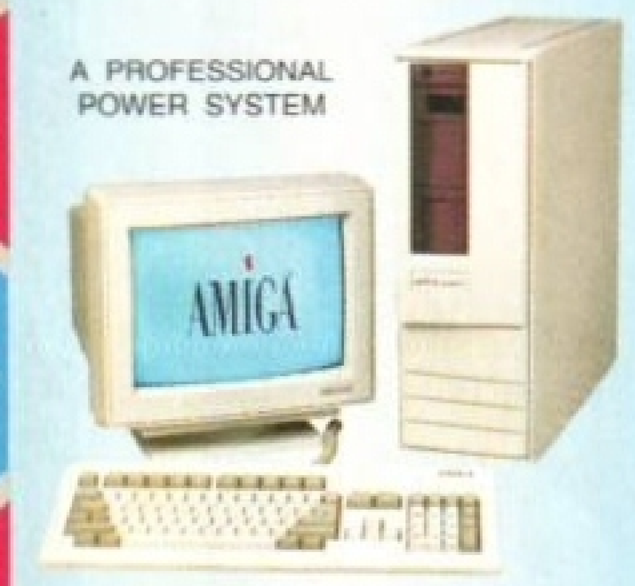
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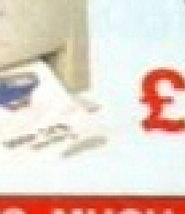


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EZ135 Drive

SyQuest have released a new drive to rival the Iomega Zip drive, Graeme Sandiford takes a look...

The Iomega Zip drive has caused a bit of a stir over the last few months and although it seems a bit unfair to mention it in the first sentence of this review, it must surely have had a strong influence in release of the EZ Drive. The Zip drive offers astounding value as a means of transferring large amounts of data between machines and, because of its universal popularity, other computing platforms.

SyQuest have had their way in the removable mass data storage market for some time along with the luxury of setting their prices as high as they like. SyQuest drives have become so popular that they are the standard in removable drives, especially on the Mac. Now, to use an Americanism (both drives are from the States), the Zip drive has rained on their parade by supplying more data for less money.

The EZ Drive is their reply to this challenge and, judging by its physical appearance, it would seem that SyQuest have learnt a thing or two about the need to create attractive devices.

Although the internal version of the drive is pretty much identical to their other 4-inch drives, the external version has been jazzed up. The dark, rugged casing is ribbed and has lilac bits sticking out of its side. However, it is a little more practically designed than the Zip because it has an on/off switch, two 50-pin SCSI connectors and full choice of id numbers.

ULTIMATE POWER

Unfortunately, the design isn't perfect because the power supply has a stupidly short lead from the "brick" to the drive, so the "brick" has to sit on your desk too. Irritatingly, the drive has the same eject mechanism as its predecessors – you have to push a button, wait for the drive to stop spinning, then pull a lever to remove the cartridge. Aside from running the risk of accidentally ejecting the cartridge before it stops spinning (even with an indicator light it can still happen), the small size of the drive and its casing makes it hard to pull the lever to the eject position.

There isn't much difference between the performance of the drives. The EZ Drive is obviously bigger than the Zip because each cartridge can hold 127Mb when formatted. The transfer rates are nearly identical with both averaging just over 1.5Mb, although the EZ Drive is marginally faster. The SyQuest cartridges aren't known for their resilience, so given the choice I'd feel safer playing shuffle puck with a Zip cartridge than a SyQuest one.

Deciding which drive to get is tough. The Zip is the more exciting one because it's based on new technology and promises to be more popular, but SyQuest have a large existing user base. On technical and economic merit there is little to choose from, but in terms of innovation and popularity the Zip drive is the one most people will go for.



Hmm, there's nothing like nicely-designed case for your drive.

EZ135 DRIVE

DISTRIBUTOR
Gasteiner 0181 345 6000

PRICE
£209 (approximately £17 per cartridge)

SYSTEM REQUIREMENTS
SCSI Interface

SPEED ●●●●
While nothing spectacular it is quite nifty for a removable device.

RELIABILITY ●●●●
While there's nothing to worry about, the cartridge can be quite delicate.

ACCESSIBILITY ●●●●
Although it doesn't have the tools that come with the Zip drive it is easy to set up.

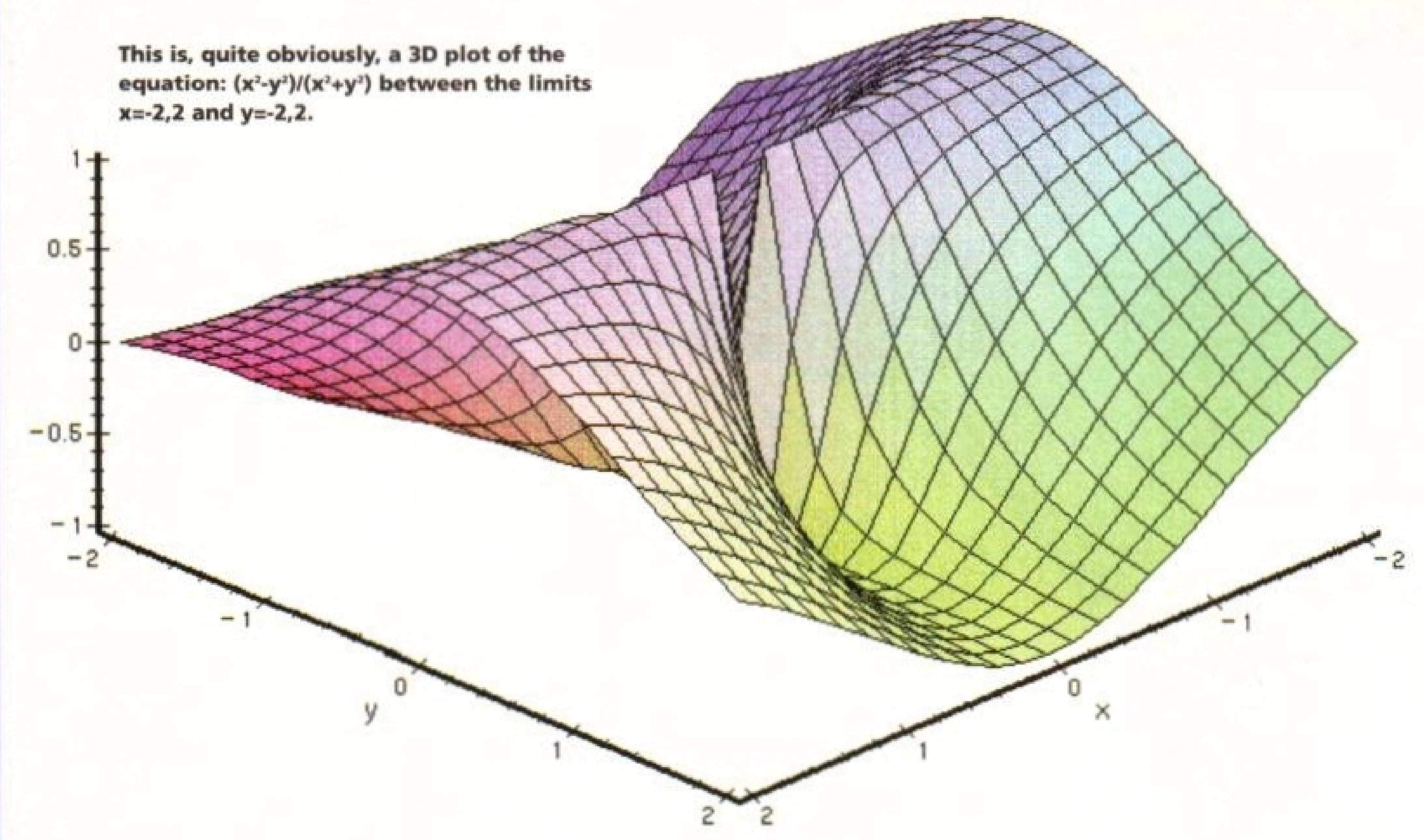
FEATURES ●●●●
No password protection, but has a larger storage capacity than the Zip.

VALUE ●●●●
Considering previous SyQuest prices this is a steal.

"An excellent device for backing up and transferring data between platforms."

90%





This is, quite obviously, a 3D plot of the equation: $(x^2-y^2)/(x^2+y^2)$ between the limits x=-2,2 and y=-2,2.

However, playing with algebra is only a fraction of what this amazing program is capable of. Solving equations is child's play for it too. Enter "solve(3*x+4=5*x)" and you get the answer as soon as you press the Enter key. For more fun, *Maple* will solve a system of linear equations in three unknowns and one parameter. It will solve differential equations, recurrence relations, compute indefinite integrals and play with matrix eigen-values. *Maple* knows a huge amount about sets and matrices and will allow you to manipulate them easily.

Being able to visualise an equation can make all the difference when it comes to understanding, and *Maple* has many graph plotting options. Two-dimensional plots can be created in many different styles and forms, and three-dimensional plots are also possible with wireframe and solid versions. You can create a sequence of plots and animate them over time, too. The results are very smart indeed.

Maple V (rev3)

Frustrated by Laplace, Fourier and Le Grange? Mr. Kennedy shows the way with a new version of the mathematical tool, *Maple V*.

Here's a puzzle for you. Which two-digit number is twice the sum of its digits? Have a think about that, whilst I show you how your Amiga could work it out. All you need is *Maple*, one of the most amazing programs you are likely to see on the Amiga. *Maple* does sums, but it is much more than a calculator or graph plotting program. Unlike anything else you are likely to see, it actually can deal with algebra in a sensible way.

Let's start with something simple, something which you might remember from school. All you have to do is multiply out the expression (x+2) times (x-3). *Maple* will happily multiply out the terms in an expression like this:

```
expand((x+2)*(x-3))
```

to provide the answer:

x^2-x-6.

Now here is something slightly more tricky. Ask *Maple* to factorise an equation like this:

```
factor(x^3 - 2*x^2 - 5*x + 6);
```

it will return the terms like so:

(x-1)(x-3)(x+2).

Like any good mathematician, *Maple* tries to store numbers as accurately as possible – something which is rather difficult for a computer to do. Computers are prone to losing numbers in the gaping holes of floating point rounding errors, but enter a fraction into *Maple* and it will be stored as a fraction, and displayed like one too. The display can be a simple, plain text display, or it can be made more attractive by use of special fonts supplied. For example, if you enter an expression like this:

```
x :=
(sin(a)+b^(cos(a))/(cos(a)+2*(sin(b))
));
```

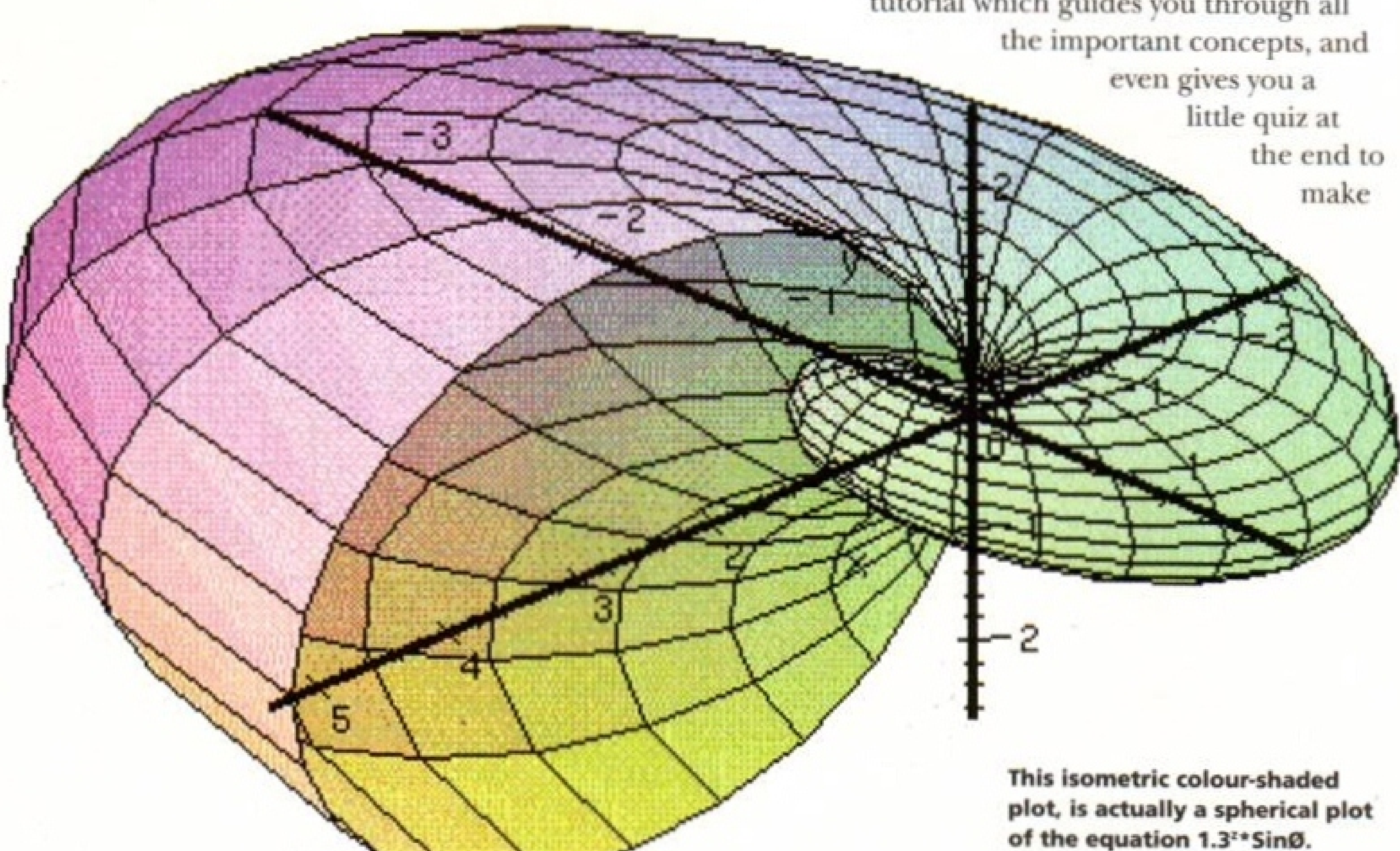
It will be nicely displayed like this:

$$x := \sin(a) + \frac{b^{\cos(a)}}{\cos(a) + 2\sin(b)}$$

Of course, I can only begin to scratch the surface of what is possible. *Maple* comes with libraries for specific functions, it understands graph theory, sequences, statistics, finding roots, calculus, geometry and even some financial functions. And after all this there is still the *Pascal*-like programming language to consider.

The documentation supplied with *Maple* does the system proud. Forget photocopied sheets – inside the box you'll find two hardback books, a ring-bound reference guide and various other items of documentation.

There is a very thorough on-line tutorial which guides you through all the important concepts, and even gives you a little quiz at the end to make



This isometric colour-shaded plot, is actually a spherical plot of the equation 1.3^{z}*SinØ.

sure you understand. If you know GCSE level math, after only one session you can use the basic features of *Maple* with confidence.

Who would use *Maple*? Anyone who is either interested in, or has to deal with mathematics at any level starting from GCSE to University and beyond. You can do so many things from simple algebra to advanced Fourier analysis. You can even use *Maple* to model the sums and then output the calculations in *C* or *Fortran* format. *Maple* makes an excellent tool for teachers, who can create graphs and animations to explain topics: not to mention encourage students to explore for themselves.

The ability to save the output in LaTeX format will make exam papers look a lot smarter too. Being able to experiment with mathematics like this can be surprisingly fun. Sure, you could probably use it to cheat at your homework, although this would be like cracking a nut with a French nuclear test. You also won't learn why *Maple* gets the results it does unless you know the principles it uses. Think of *Maple* more as a tool to help you understand what is going on, test your work and remove a lot of drudgery.

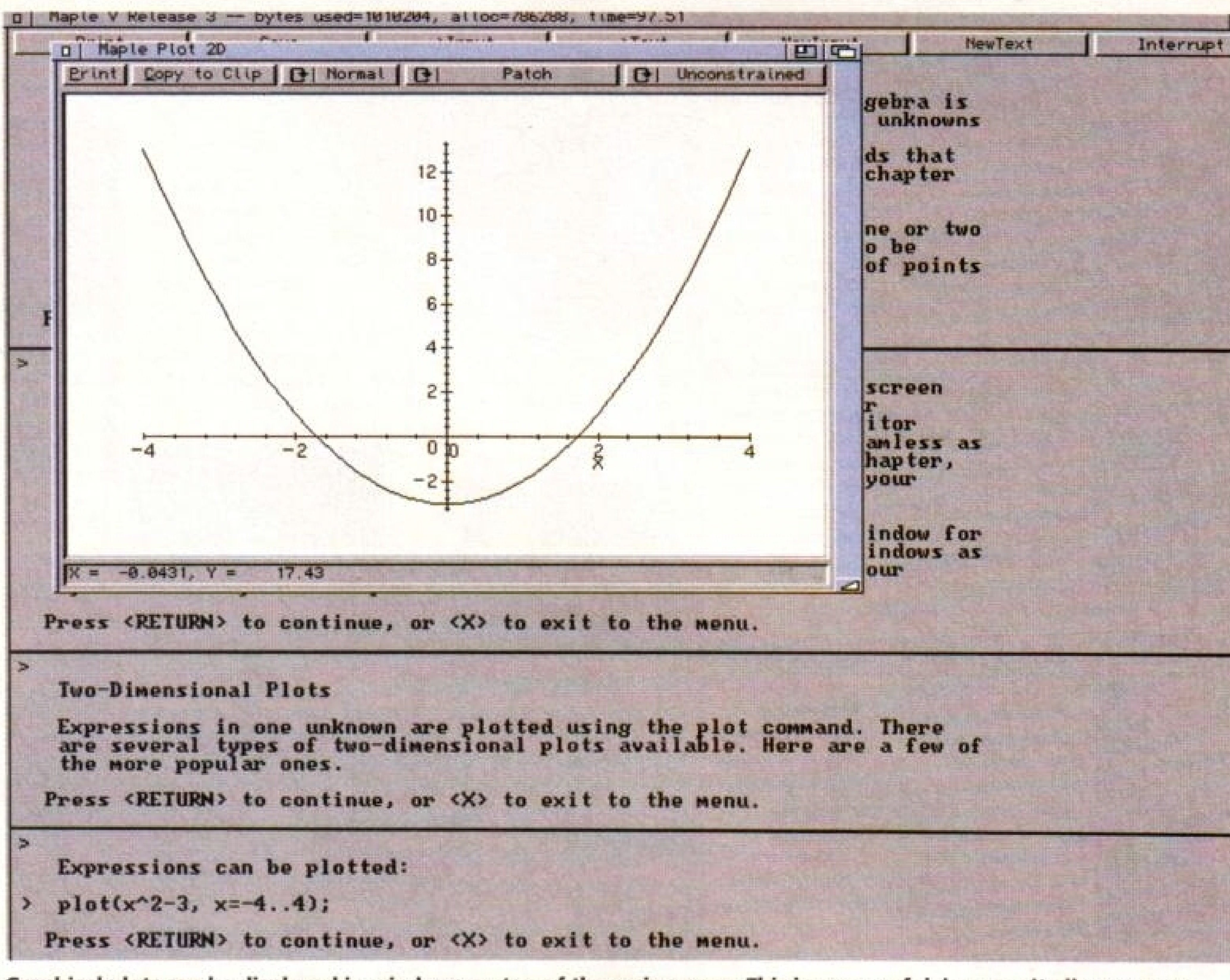
I can't stress enough how I wish I had this program when I was doing my A levels. I hope you don't have do without it too. For such a computer program to exist is amazing in itself, but for it to exist on the Amiga rather than only on ludicrously expensive terminals is a delight.

It's not merely a quick, slapdash exercise in porting either – *Maple* on the Amiga comes will full on-line help in AmigaGuide format and there is even an *ARexx* port. If you haven't got the hardware or money to use *Maple* yourself, show this to your teacher or lecturer and make sure they try the demo version which Maplesoft make available.

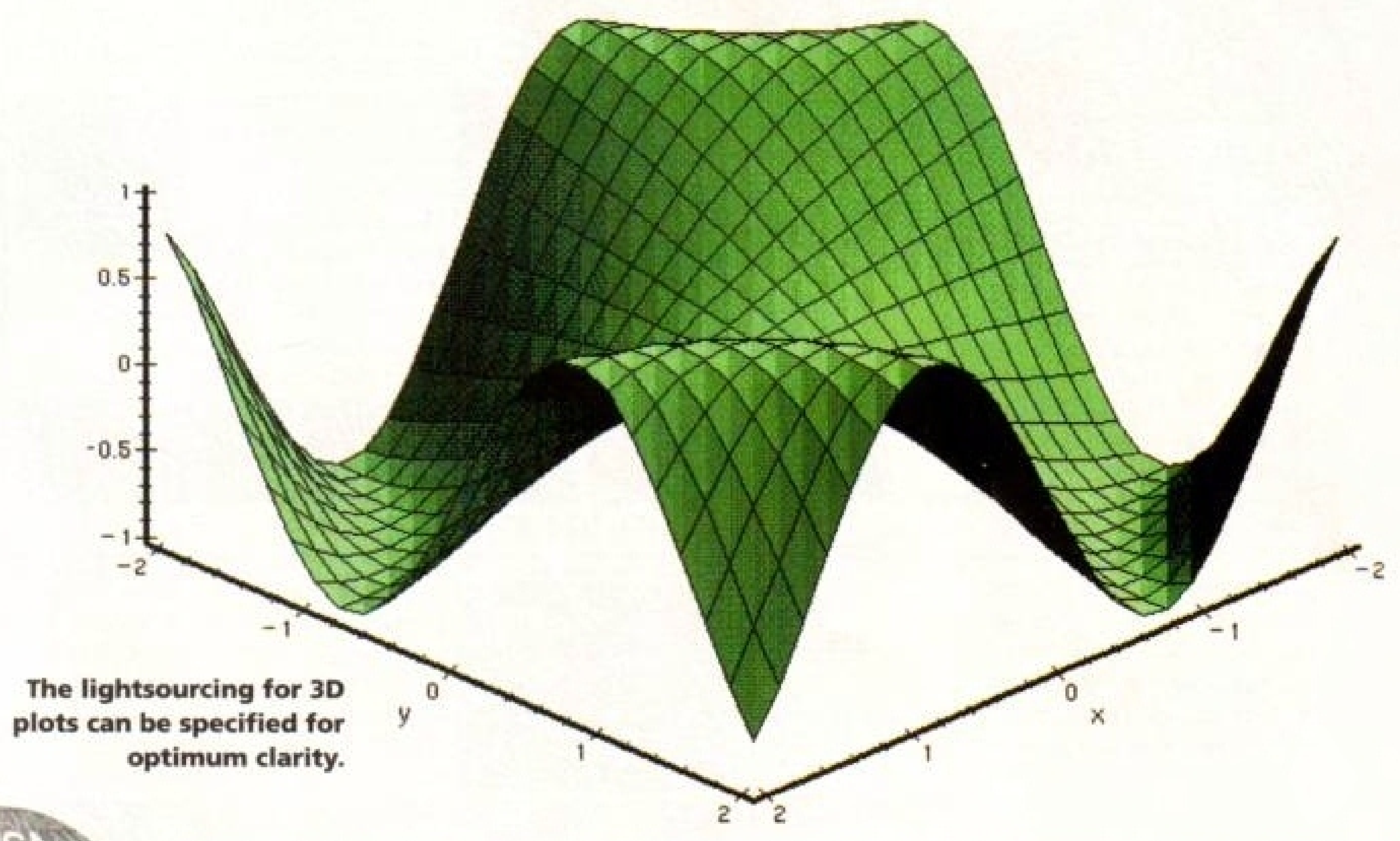
Unfortunately, you can't expect to run *Maple* on an unexpanded A600 and sneak it into the exam hall. *Maple* for the Amiga requires an Amiga running OS 2.04 or later, with at least 27Mb of free disk space and at least 5Mb of RAM. For best operation, 10Mb of RAM is recommended. It is possible to run *Maple* for the Amiga with as little as 14Mb of disk space. On an A4000 it ran very quickly indeed.

By the way, here is how to work out which number is twice the sum of its digits. First make "a" and "b" the first and second digit. The number can therefore be defined as (a*10)+b. We also know that it is twice the sum of its digits, which means it also is equal to 2*(a+b).

When we feed these equations into *Maple*, it tells us that a=1 and b=8, which means the number is 18.



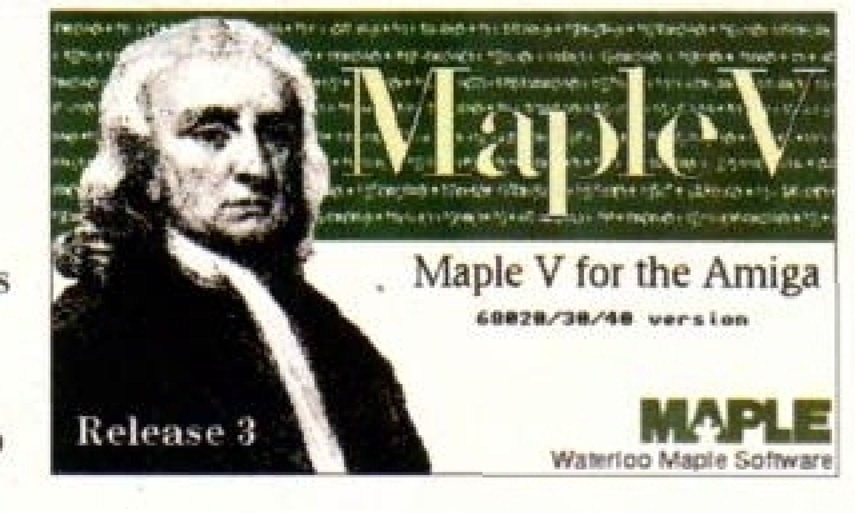
Graphical plots can be displayed in windows on top of the main screen. This is very useful, because it allows you to change the parameters of the equation and see an almost instantaneous result.



The lightsourcing for 3D plots can be specified for optimum clarity.

AMIGA GOLD FORMAT

This is release 3 of *Maple*, which is the foremost equation solving engine for the Amiga.



MAPLE V (REV 3)

DISTRIBUTOR
Adept Scientific
01462 280055

PRICE
£695 (discounts for academics)

SYSTEM REQUIREMENTS
WB2+, 5Mb RAM, hard drive

SPEED ●●●●●
Faster at solving equations than anyone I know...

MANUAL ●●●●●
As well as AmigaGuide files, there are two hardback books and a reference manual.

ACCESSIBILITY ●●●●
It's hard to see how a program this advanced could be more accessible.

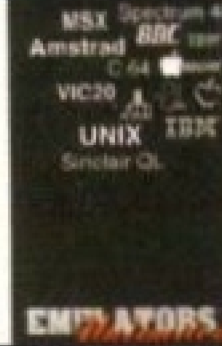
FEATURES ●●●●●
Maple has a staggering array of mathematical tools and advanced plotting features.

VALUE ●●●
The Amiga market is not used to such prices, but there is nothing to touch *Maple*.

"Amazing software which is an honour to have running on the Amiga."

92%

EPIC MARKETING
CD ROM SOFTWARE



Emulators Unlimited contains Software emulation tools for the Amiga & PC. Spread over the two platforms are emulators for: Apple, BBC, Commodore 64, Commodore VIC20, Amstrad CPC, Apple Mac, Gameboy, Atari ST, MSX, Apple200, Atari 800, Atari1040ste, Sinclair QL, Unix and more. Also features hundreds of games,tools etc for most of the emulators.

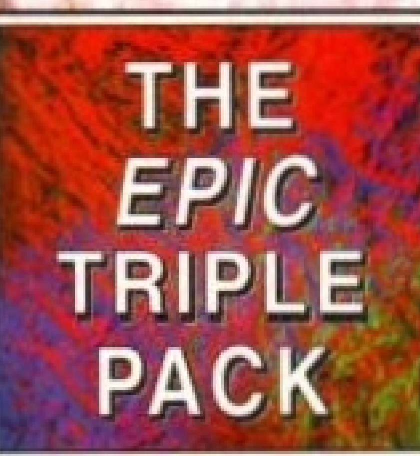
EMULATORS UNLIMITED NEW!!! (CD117) £19.99



Sound FX Sensation is an original new CD that contains hundreds of megabytes of high quality samples. A superb CD for game makers, demo makers, or even film makers. Hundreds of Sound FX subjects include Animals, Wild life, Nature, Explosions, Creatures, Scary stuff, Science fiction samples, House hold noises, car crashes, and hundreds more.

Suitable for use on any Amiga configuration. *Available April 1996*

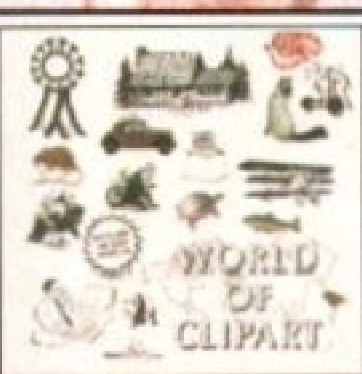
SOUND FX SENSATION (CD165) pre-order price £14.99



The Epic triple graphics pack contains a compilation of over 50,000 colour and mono graphic images on FIVE CD ROMS at an unbeatable price.... This set includes the high reated World of Clipart, graphics sensation and the new GIF sensation which contains around 10,000 colour clipart images. If your into graphics work, then this should be your one and only nessasary purchace, and at just £39.99 it's a bargain.

THE EPIC TRIPLE GRAPHICS PACK (CD174) £39.99

ASK FOR OUR FREE COLOUR CDROM LIST THAT CONTAINS DETAILS OF AROUND 100 AMIGA CDROM TITLES, INCLUDING GAMES, 3D OBJECT CD'S, TEXTURES CD'S, ADULT CD'S, AND LOADS MORE.



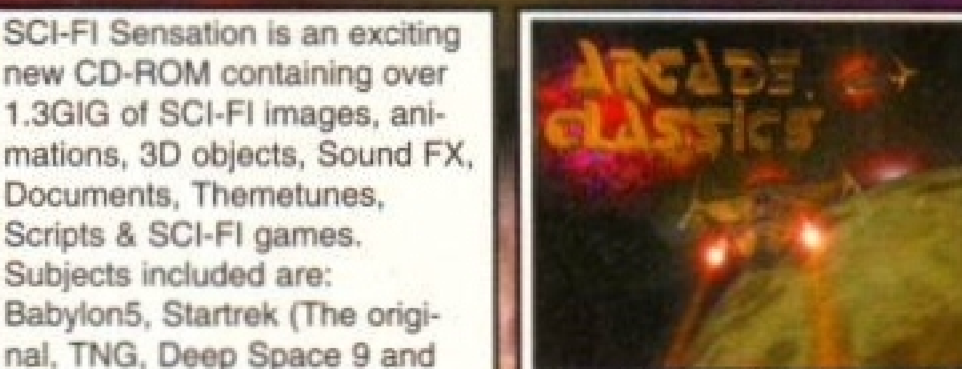
World of Clipart is a double CD-ROM containing around 40,000 mono and colour clipart images contained in over 100 catagories in IFF, GIF, PCX, CDR, EPS, TIF, & BMP. Tools for converting images to another format are included for both the PC & Amiga. Subjects include : Animals, Anatomy, Babies, Men, Women, Trees, Reptiles, Insects, Xmas, Religious, Planes, Vehicles, Ships, Toys, Zodiac signs, Eye catchers, Humour, Cats, Dogs, Computers, Technology, Sealife, Space, Symbols, Royalty, Dinosaurs, Plants, Nature, Ads, Tools, Astrology, Hands, Birds, Business, Office, Workers, Cartoon, Lion King, Education, Food, Gardening, Holidays, Houses & Buildings, Helicopters, Children, Banners, Medieval, Military, Monsters, Music, Sports (football, golf, Aerobics, Olympics, etc), Transport, Trains, War and more. *Rated 94%*

WORLD OF CLIPART *Plus* DOUBLE CD (CD77) £17.99



Essential utilities is a collection of the most useful tools available. Categories include: graphics converters, text, music tools, Printer drivers, Virus killers, memory utilities, Emulators, Business applications including Wordprocessing, database, spreadsheets, diary systems etc.

ESSENTIAL UTILITIES Volume One (CD74) £9.99



SCI-FI Sensation is an exciting new CD-ROM containing over 1.3GIG of SCI-FI images, animations, 3D objects, Sound FX, Documents, Themetunes, Scripts & SCI-FI games. Subjects included are: Babylon5, Startrek (The original, TNG, Deep Space 9 and Voyager), Batman, Dr Who, Thunderbirds, Robocop, Sea Quest DSV, Bladerunner, Aliens, Terror hawks, 2001. Blake7, Battlestar Galactica, Tron, Total Recal, 2010, Space 1999 etc. Hundreds of miscellanous SCI-FI images, sound fx, SCI-FI music and more. *CUAmiga rated: 91%* *AUI 93%*

SCI-FI SENSATION v2 DOUBLE CD (CD118) £19.99

FREE CHOOSE ONE OF THE FOLLOWING CDROM TITLES FREE! WITH ALL ORDERS OVER 25.00

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- FCD74. ESSENTIAL UTILITES
- FCD12. HOTTEST 4
- FCD47. PRO FONTS & CLIPART
- FCD60. MULTIMEDIA MANIA
- FCD163. LUCKY DIP VOLUME TWO

FREE PHONE: 0500 ONE FREE ONE 486

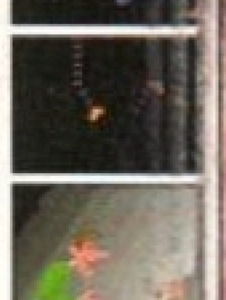
At the time of ordering please request your free CD preference.

If your into Horror then this original CD ROM will please you no end. It contains Thousands of gruesome images, tons of gory animations. Bloody games. Spine tingling horror type sounds, Horror stories, Eariee music modules. Pictures & animations from hundreds of horror films and heaps of *real-life* blood'n'guts. (Adults only)

HORROR SENSATION NEW (CD144) £19.99

Over 7000 royalty free colour images. Subjects include: cats, aviation, animals, people, hi-tech, space, cars, trains, textures, nature, sports, pin-ups, boats, flowers, plants, seasons, birds, technology, raytraced, cartoons, fantasy, art, reptiles etc, etc.

GIF SENSATION DOUBLE CD (CD128) £19.99



Arcade Classics is an original collection of ALL your old arcade favourites, Including Amiga & PC veriations of : PACMAN, SPACE INVADERS, ASTERIODS, MISSILE COMMAND, PENGO, FROGGER, LOAD RUNNER, GALAXIANS, DONKEY KONG, NUMEROUS TETRIS GAMES, BATTLEZONE, TEMPEST, COMBAT, TRON, SPACE WARZ, THRUST, Q-BERT, HUNCHBACK, MOON PATROL, TRAIL BLAZER, BREAKOUT, CENTREPEDE, CYCLES, BEZERK, SNAKE, SCRAMBLE, PING PONG, BREAKOUT, NUMEROUS C64 CONVERSIONS, A COLLECTION OF JEFF MINTER GAMES AND HUNDREDS MORE. Over 600mb of unforgettable retro-gaming. Floppy drive required, Keyboard recommended.

ARCADE CLASSICS *Rated 87% AC* (CD76) Now £14.99



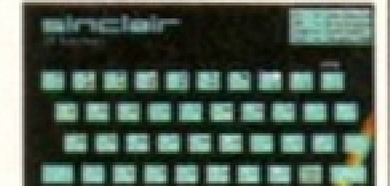
THE EPIC COLLECTION

Contains our most popular floppy based software titles on one giant CD-ROM. Now you can purchase the entire Epic collection in one go. This compilation contains hundreds of megabytes of Amiga software. subjects include: Professional mono clipart, colour clipart, numerous 3D objects for Imagine & Lightwave, Colour, Bitmap, Compugraphic fonts & Adobe fonts, Graphics converters, Music tutorials, Beginners guide, 3D stereogram generators, Hundreds of Sound FX and samples, Virus Killers, Hard disk installer & tools, Various Hardware projects, A number of classic demo's, Hundreds of games including Shoot'em ups, Mind teasers, Puzzle, card, arcade and board games. The latest Assassins games, Emulators and the latest LSD utilities are also included. *Supplied with printed Index.

THE EPIC COLLECTION v2 NEW PRICE!!! (CD100X) £19.99

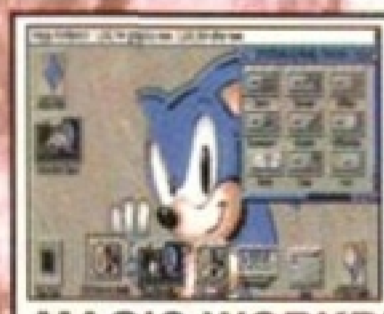


Retro gaming at it's best. Around 5000 all-time classic spectrum game files on one CD-ROM. Emulators included for the Amiga, Mac, Atari ST & PC (dos & Windows). Games include Manic Miner, Skool daze, Monty mole, Startrek, Thrust, Jet Set Willy, The Hobbit, Strip Poker, Danger Mouse, The Sentinel, Micro Olympics, Under Wurlde, Uridium, Atic Atac, River raid, Barbarian, Hunchback and around 5000 other classic spectrum game files including *multi-load* games. Speccy part 2 also contains hundreds of documents containing instructions for most games aswell as hundreds of speccy game cheats. Keyboard required.



Rated: AF GOLD 95% - CUAMIGA 91% - AUI Over 90% - AC over 90%

SPECCY SENSATION 2 (CD119) £17.99



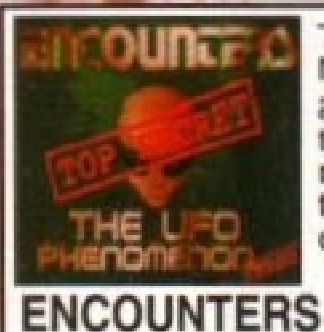
The largest collection of Magic Workbench Icons, Backdrops and tools ever compiled. Includes well over 5,000 Icons, Over 600 selected Magic WB backdrops, and megabytes of WB desktop enhancer tools/utilities. Suitable for any Kickstart2/3 based Amiga.

MAGIC WORKBENCH ENHANCER (CD152) £9.99



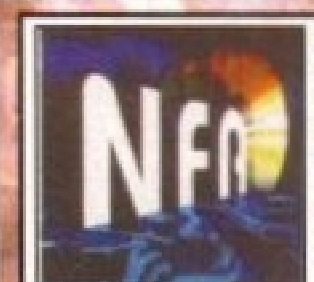
The Grolier electronic Multimedia encyclopedia contains thousands of pages of information on every subject, with Thousands of great colour photographs and illustrations and hundreds of sound clips from the BBC this CD-ROM is an essential purchase for all CD-ROM users. *Rated 97% AC - 94% AF*

GROLIER ENCYCLOPEDIA (CD46x) £24.99



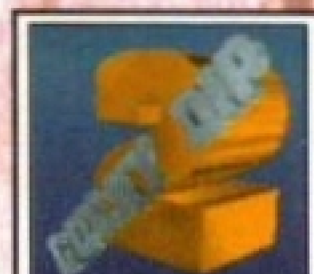
This CD contains information that NOBODY wants you to know about. and includes tons of megabytes of text documents and photographs relating to UFO sightings and abductions etc since 1941 aswell as hundreds for "classified" documents.

ENCOUNTERS (CD179) £14.99



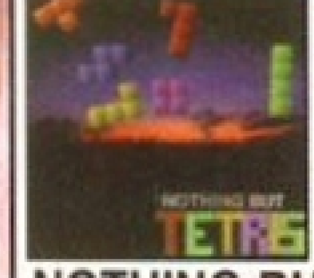
AGA experience contains hundreds of megabytes of AGA animations, mega demos, tools, graphics etc. basically everything every released for AGA based machines. *Rated over 90%*

AGA EXPERIENCE (CD168) £19.99



Lucky Dip volume 2 contains stacks of games, demos, clipart, fonts, music, tools, graphics utilities, Animations, Sound FX, Samples, and loads more. (now with Amiga front end) *A bargain!*

LUCKY DIP Volume 2 (CD163) £5.99



This CD contains almost 100 variations of the worlds most addictive and loved game. Nearly all the games are ready to run directly from CD, and archived versions are also included.

NOTHING BUT TETRIS (CD148) £9.99

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EPIC MARKETING (AUSTRALIA)



If you live in Australia or New-Zealand you can now purchase any of the above CD ROM titles from our Sydney based premises. Send your orders or enquiries to:

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Fax: (02) 520 6077

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For a Price list please send a SAE. For prices in Australian $$$ simply double the UK £££ prices listed.

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CD-ROM Round-up

EUROSCENE
ALMATHERA ■ 0181 687 0040 ■ £14.95

The Amiga demo scene is still alive and kicking providing many Amiga owners not only with the chance to show off their programming and graphic skills, but the machine as well. *Euroscene 2* is a collection of the best examples of this use of the Amiga throughout the last year.

There are some real belters too, just about every major demo of the last year is here, as well as several good music and picture files. The files are archived so you will have to unpack them before you can use them, but this means there are hell of a lot of good files.



If you're into the demo scene, you'll be into this.

87%

LIGHT ROM 3
BLITTERSOFT ■ 01908 261466 ■ £39.95

Light ROM was a very popular CD, it sold out as soon as it arrived at most CD-ROM suppliers. *LightROM 3* is a collection of 3D files and utilities aimed largely at *LightWave* users, but it also contains files that can be used with other programs. Volume 3 is actually a collection of three CDs.

The first two CDs are a continuation of the first two volumes with the first disc containing *LightWave* objects and scenes and the second one containing data for use with other programs. Although there are some files that have been included on the first two, there are a few new ones too. The second CD's 700 textures, fonts and *Real 3D* objects are welcome. The third CD is completely different and is called the *DEM ROM*, quite simply because it is filled with over 1,000 Digital Elevation Maps. It also has DEM files that have been converted to *LightWave* objects.

This is an incredibly strong collection, but it is unfortunately marred by the fact that one of the CDs is actually called *L* which conflicts quite horribly with the Amiga logical device of the same name.



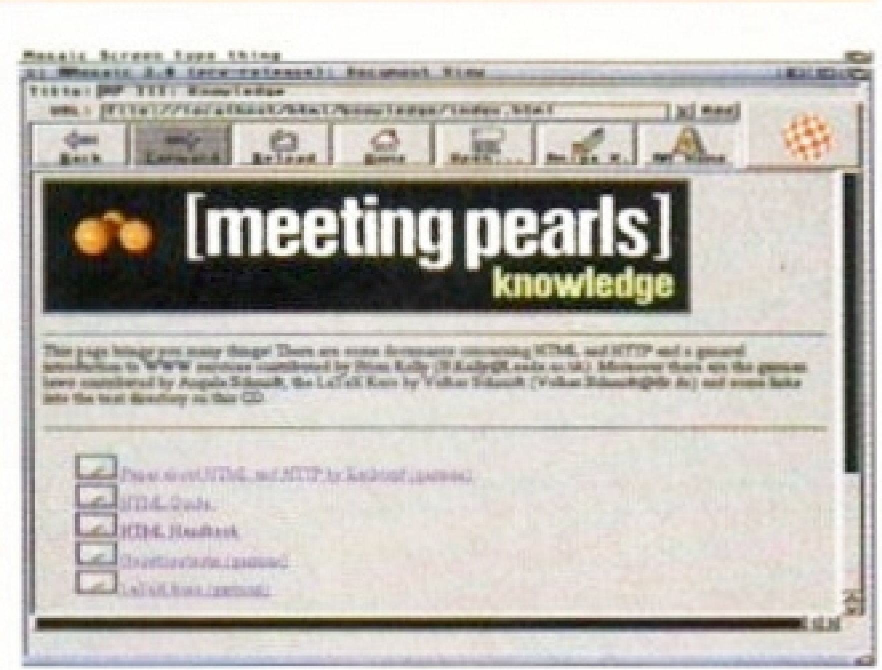
An invaluable tool for 3D artists.

90%

MEETING PEARLS III
PD SOFT ■ 01702 466933 ■ £8.99

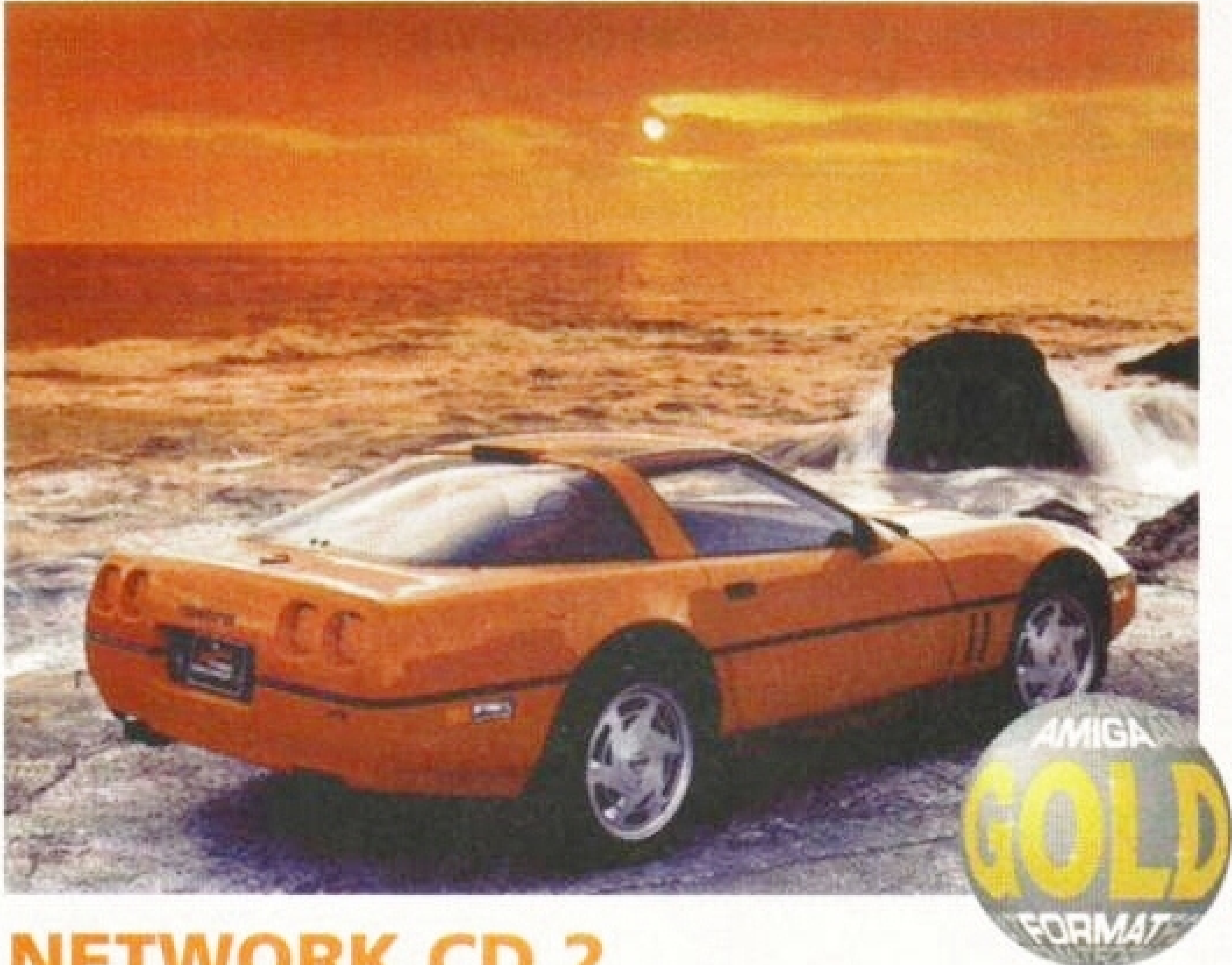


Although not as popular in the UK as they are in Germany, the *Meeting Pearls* CDs still have many fans. If you haven't seen the previous volumes the best way of describing them is that they have a similar content to most PD collections, but with a well-written HTML interface. The contents, both files and programs, are unarchived and so ready to go. There are the usual range of utilities and picture files, and also a wealth of information in several text and hypertext files covering everything from FAQ about the Amiga to an in-depth explanation of the HTML language and many other Internet-related topics.



Another fine collection – buy it!

93%

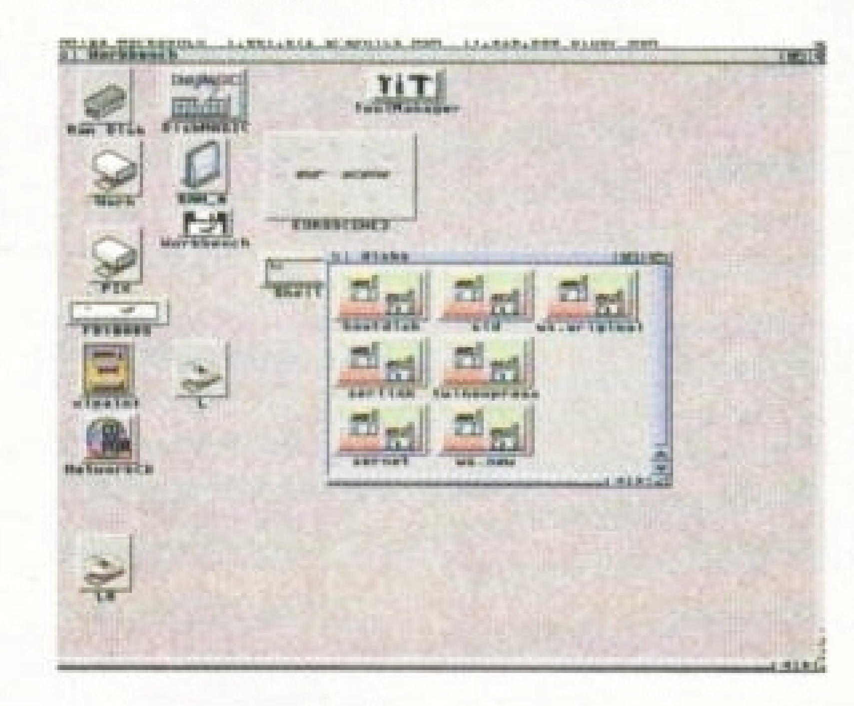


NETWORK CD 2

WEIRD SCIENCE ■ 0116 234 0682 ■ £14.99

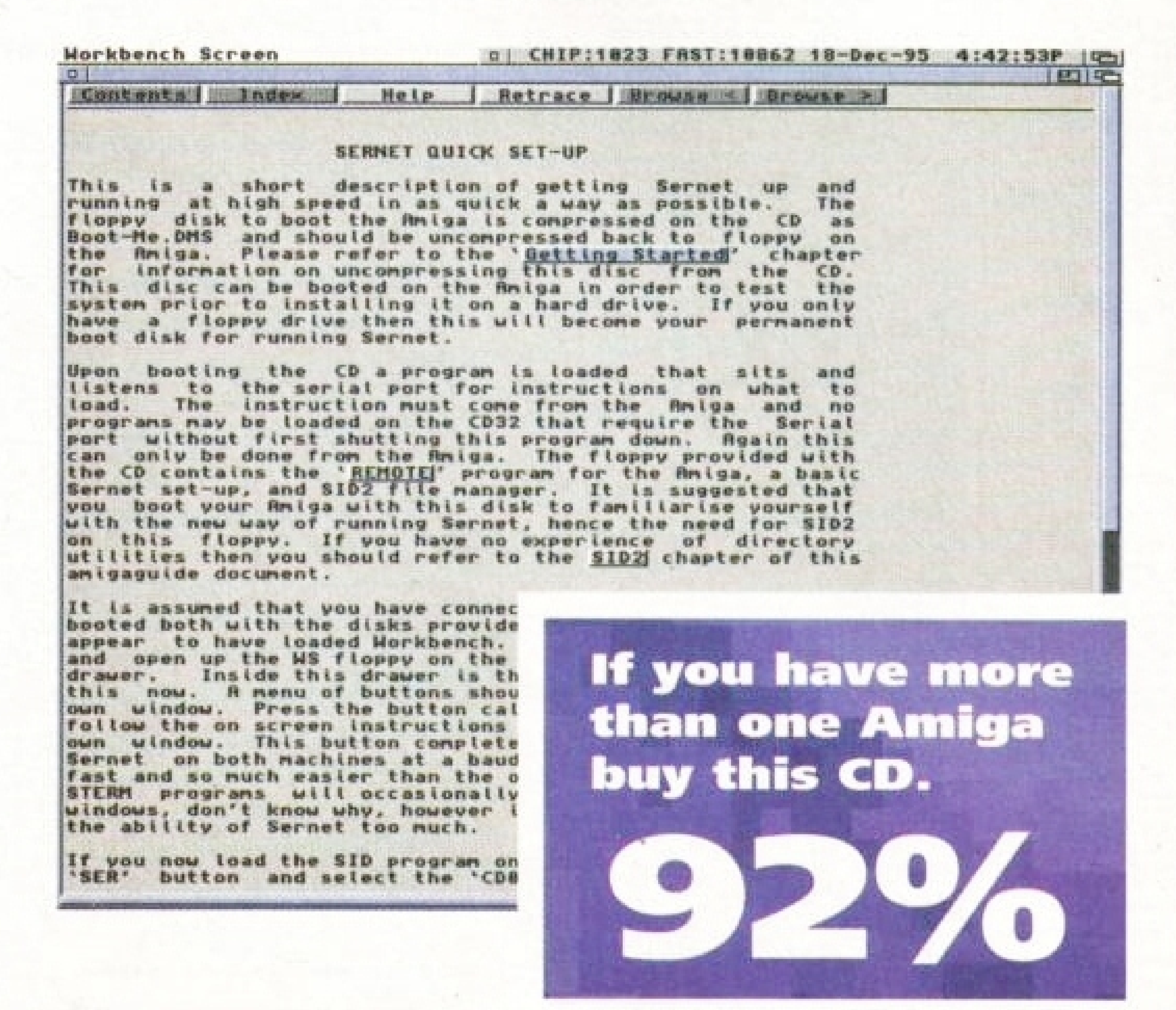
One of the most popular CD-ROMs ever was the *Network CD* from Weird Science. This cunning little disc contained the finest collection of networking programs ever assembled. This is a very hard act to follow and the second version has been quite some time coming. Is it worth the wait?

A welcome addition to this second CD, especially for less experienced Amiga users, is a boot disk that (along with the fact the CD is bootable) makes setting up a simple network between a CD^{32} and an Amiga child's play. There are other disks stored as DMS files that can be used to boot your computer up, which are configured to use *Serlink*, *SerNet*, *SID* and *Twin Express*.



There are several other utilities, including PhotoCD ones and images, but perhaps the most significant, and quite frankly amazing, new feature is a keyboard and mouse sharing function. This enables you to move the mouse pointer to either side of the Amiga screen; the pointer then appears and functions normally on the CD^{32}'s screen. The keyboard also becomes usable with the CD^{32}. This unique feature means that the CD can be used to virtually transform your CD^{32} into a computer capable of inputting information via the keyboard – without buying an expansion unit.

It seems impossible, but the *Network CD* has been improved and is a must for owners of both Amigas and CD^{32}s.



If you have more than one Amiga buy this CD.

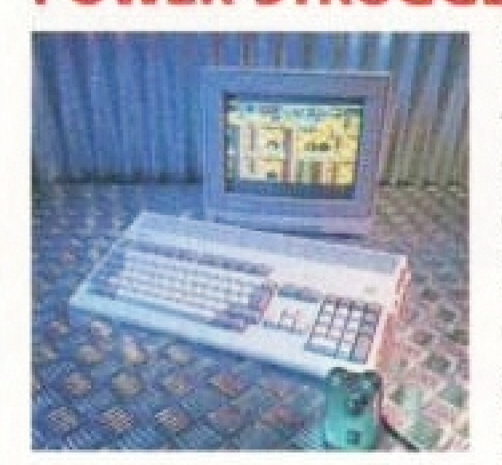
92%

SEE PAGE 1 FOR MORE AMIGA SOFTWARE

Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

POWER STRUGGLE



I am the owner of an A1200 with a Zappo double-speed CD-ROM drive and an Amitele 3.5-inch external disk drive. I intend to buy a 80/120 Mb hard drive from GVP but I'm not sure whether my original Commodore power supply could cope. Will I need a more powerful power supply?

David Ash
Blackpool

Yes, probably. Expecting to power four drives (two floppies, one CD-ROM and one hard drive) is a little much. Either get an external power supply for the CD-ROM or buy a bigger PSU, such as a Goliath from Datel (01782 744707).

SX-1 EXPANSION

Firstly, I would like to say how much I have enjoyed reading *Amiga Format*, I have all your Coverdisks from issue 18 onwards. Keep up the good work.

I am fortunate enough to own three Amigas: an A500, an A600 and a CD^{32}. The machine however, that these questions relate to is my CD^{32}.

My setup is CD^{32} fitted with SX-1 expansion + 4Mb RAM and 85Mb hard drive, two disk drives, AT keyboard, Sharp laser printer, all powered by a wonderful Goliath power unit.

1. In issue 76 (October 1995) Nathan Haigh questioned re: SX-1 expansion. In reply you mentioned HiQ. However, I have recently been in contact with them and they told me that due to a lack of interest the expansion for the SX-1 would not be seeing the light of day because it was not financially viable. Fair enough, but I already purchased a 3.5-inch IDE 850Mb HD in anticipation.

Do you know of any suppliers who produce an outside box and cable to connect to the DB37 external IDE connector on the back of the SX-1?

2. SX-1 again. Currently I have a 4Mb SIMM and wish to upgrade, but why can I only upgrade to an 8Mb SIMM, and no higher?

3. Can you tell me how to put a picture/pattern on to my screen as a backdrop? I followed the instructions as per your August 1995 "No problem!" feature, but to no avail.

I select the backdrop as a Workbench and picture. I save, then re-boot – but nothing. The same happens in Test mode.

4. Another prefs problem. My keyboard has a $ and gate sign. In prefs I select British keyboard, and when I test it the gate becomes a pound sign as requested but the $ remains. Again I save this pref, but upon re-boot it's back to line 1.

5. I want to add titles and graphics to my home videos. I realise that I need a genlock, but which do you recommend for a beginner? My budget is about £150. Also, which software would be best used in conjunction with the genlock for multimedia, Scala (which one?), or another program?

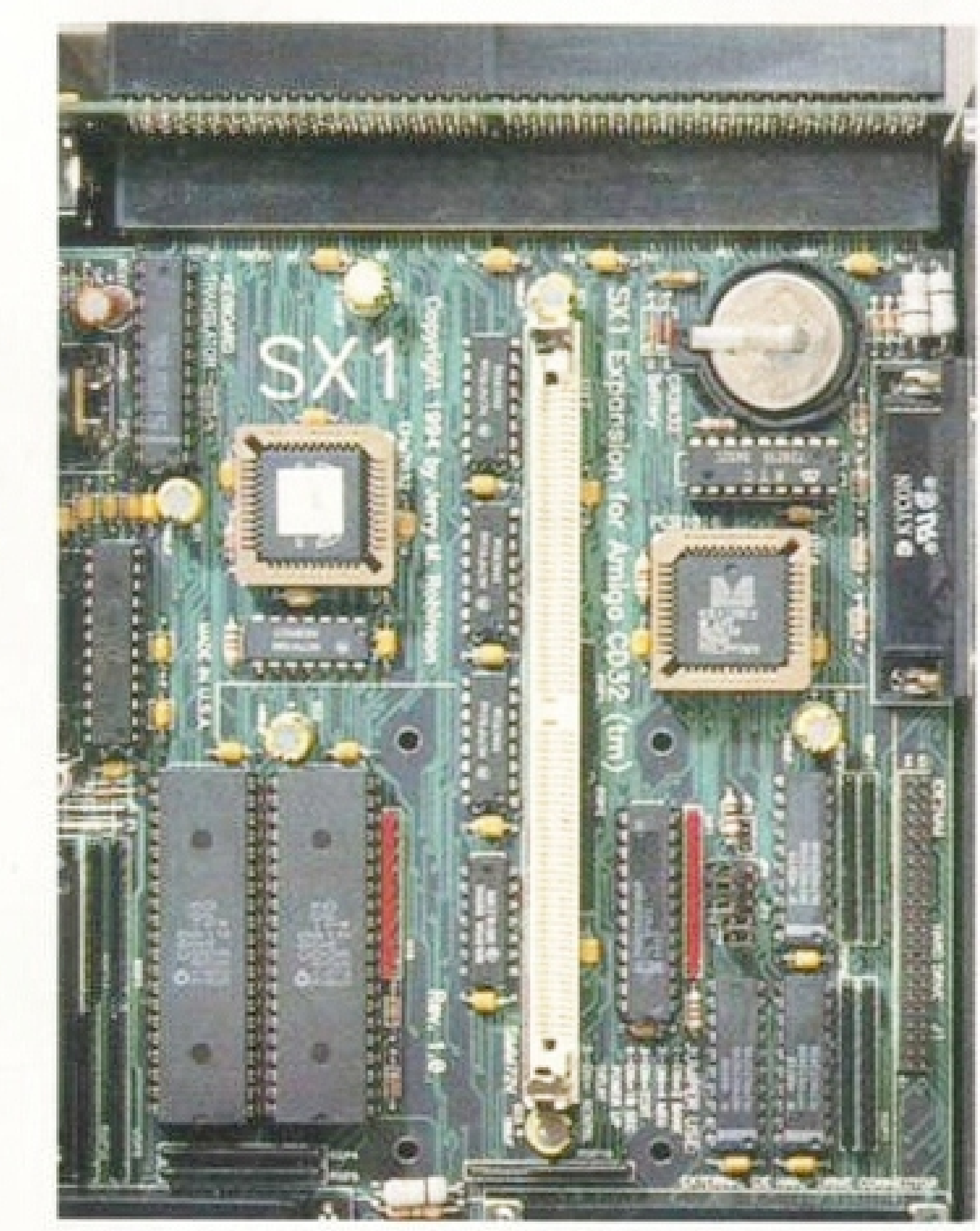
6. Are there any commercial BBS programs out there for beginners? I have tried a few PD programs but have found the instructions lacking when it comes to amateurs. I wish to set up a regular Board with E-mail facilities. No Internet, thank you.

I thank you for reading this letter and would be most grateful if you could help me. Keep up the good work for at least another 10 years.

M Sellars

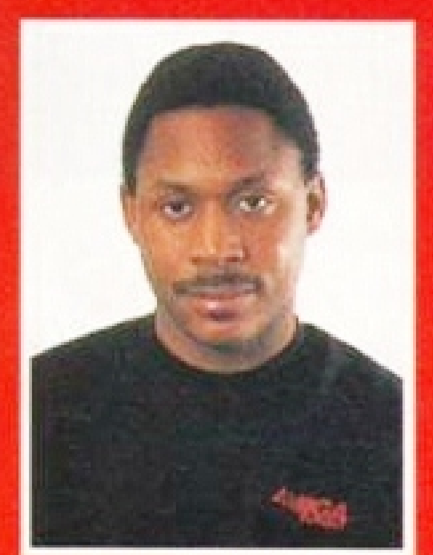
1. You should be able to mount a drive inside the SX-1 as well as externally. As for cables, most large dealers should be able to help you out. Tell them you need a box with PSU to house a 3.5-inch drive mechanism, and you need a special IDE cable made up. If you have no joy, contact Eyetech (01642 713185) who have lots of experience in fitting hard drives to Amigas.

Continued overleaf ➡



Ah, the inner mysteries of the SX-1 unit revealed – just how *does* it transform your CD^{32}?

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: ____________

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: ____________

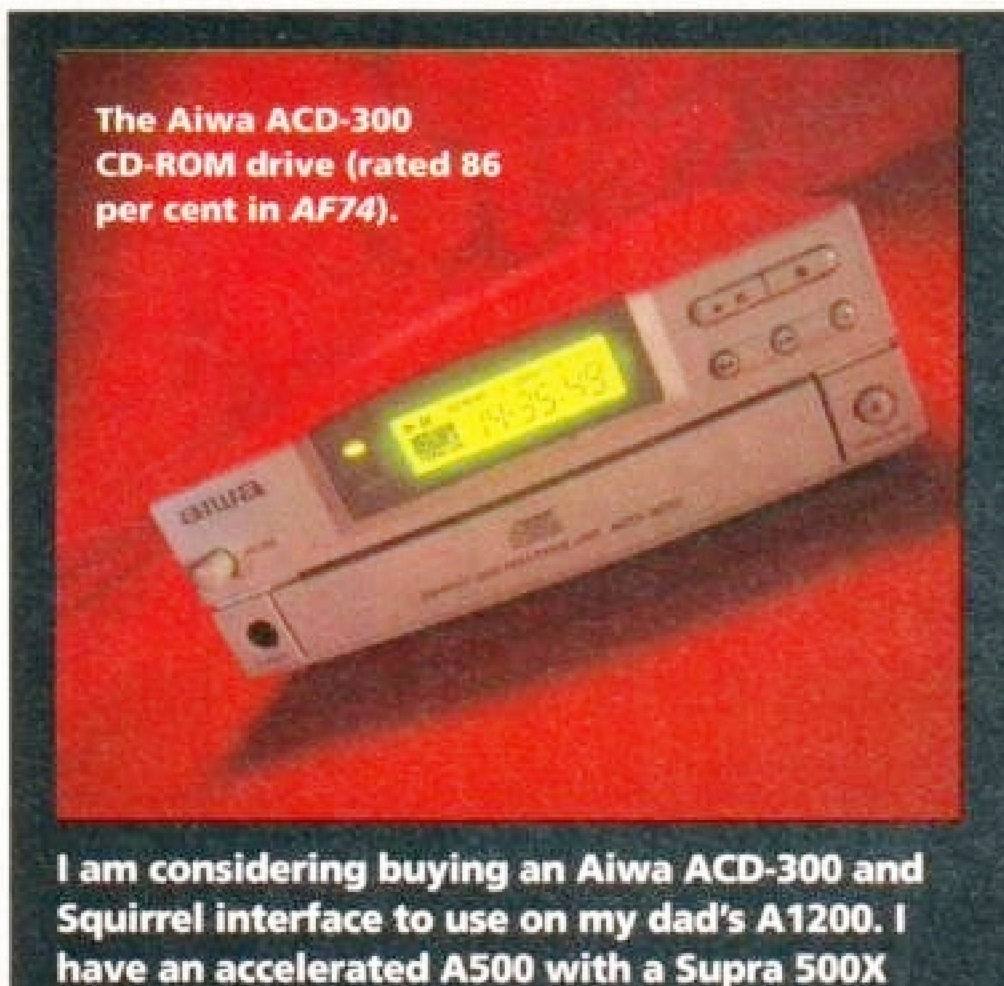
Hard disk: ________ **Mb as DH** ________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer: ____________

Details of other hardware: ____________

SCUPPERED SCSI


The Aiwa ACD-300 CD-ROM drive (rated 86 per cent in *AF74*).

I am considering buying an Aiwa ACD-300 and Squirrel interface to use on my dad's A1200. I have an accelerated A500 with a Supra 500X SCSI interface and a 1/2Gb SCSI-2 drive whacked on the side. As the Supra has a D-socket on the back for SCSI pass-through, will I be able to link the CD-ROM drive to the back of my Supra? If so, what cable will I need and where I will be able to obtain one?

Also, would I be able to link my hard drive, minus the SCSI controller of course, to the back of the CD-ROM drive? I ask this because, when I am not away at University I like to use the A1200 which, unfortunately, only has an 80Mb IDE drive inside.

For both of the above questions, do the necessary leads also provide power? My PSU can take it because I have a Goliath PSU.

Gareth Carroll

Yes, you will be able to connect the CD-ROM drive to your Supra SCSI interface. You will need an Amiga CD-ROM filing system though: several are freely available from the Aminet on disk or via the Internet. You will need a standard SCSI lead which most computer dealers will be able to help you with.

You can chain up to six peripherals together with SCSI, but sometimes it can be difficult to sort the cabling out, and this could be one of those situations. Because you want to carry your SCSI hard drive around with you, you will have to buy a special case to enclose it anyway. These cases usually cost about £70 and include a power supply (SCSI does not supply power through its connections). Make sure you specify a case which has connections at the rear which will include a through port. You can then chain the hard drive and CD-ROM drive together and connect them to either the A500's Aiwa or A1200's Squirrel SCSI Interfaces.

2. There is only one SIMM slot, and my understanding is that it is limited to an 8Mb SIMM. It was probably thought that not many people could afford the £400 required to put 16Mb into a games console.

3.&4. For some reason your Prefs settings are not being stored to disk. It could depend on which machine you are using, but whenever you select SAVE the prefs should be stored to ENVARC:. Check that ENVARC: is actually pointing to a disk drive rather than memory, and check also that your startup sequence includes the line:

c:copy >nil: envarc: ram:env all noreq

5. You only need a genlock if you want to superimpose graphics over live video. The GVP G-Lock genlock is very good, especially when used with Scala, but is outside your budget. The Rendale 8802 or Amitek Fusion might suit. The Fusion is £99 including Scala HT100 from Silica (0181 309 1111), which is a good deal. Scala is probably the best titling program, and which version you require depends on how complicated you want your titling to get. HT100 is good for simple stuff, but with MM300 you get more effects and the ability to connect to other hardware, such as genlocks.

See our sister magazine Amiga Shopper *(issue 57) for a more detailed look at multimedia.*

6. The commercial systems I have seen don't come with instructions which are much more helpful, although Xenolink is quite good. The best place to find out more is from your local BBS, especially if they have Fidonet access. Get on-line and start asking. I'm not sure how you are going to provide E-mail facilities without using the Internet though. Some form of TCP/IP telepathy, perhaps?

EASY AS ABC?

I have recently started programming in *C* after using *AMOS* for some years and have reached a significant barrier: I am unable to find any documentation on loading IFF/ILBM graphics files into *C* and displaying them via a Bitmap Window or through the rasterport. Could you tell me how to do this, or where there is a description of how to do it (I am on a limited budget and can't afford really expansive books, I mostly rely on PD for my information)?

I have already got the four-disc *C* manual by Anders Bjerin.

Christopher Alan Page

You have discovered why AMOS *is such a popular language: it handles all this sort of thing for you automatically. You will need to start from the ground up and write code to handle the loading and decoding of IFF files, creating bitmaps and loading the graphics data into the bitmap. As you can see, it is a complicated procedure and well beyond the scope of the Workbench pages. You will need access to the official information in order to achieve this, and if you are unwilling or unable to buy books you are putting yourself at a distinct disadvantage.*

The Amiga C Encyclopedia *by Anders Bjerin was one of the best sources of this kind of information – especially the version 3 set which took many disks. Some enterprising CD-ROM presser needs to get the rights to this and re-issue it together with the official Commodore developer disks.*

There is not a lot I can say except to keep asking around on the Internet. Check out the Aminet for example source code, useful libraries and on-line articles. Our sister magazine Amiga Shopper *occasionally publishes in-depth articles on C and I'm sure if you petitioned them they might publish the code you need.*


One of *AMOS'* best features is the simple way that it handles pictures.

BUT WHERE?

I have just begun my exploration of the Internet and I find one of the biggest problems (apart from having to configure 101 different pieces of software), is knowing where to look. It seems that everything you always wanted to know about anything is in there somewhere, it's just a question of finding it.

I've now found a few 'search' type WWW sites that help out on the Web,

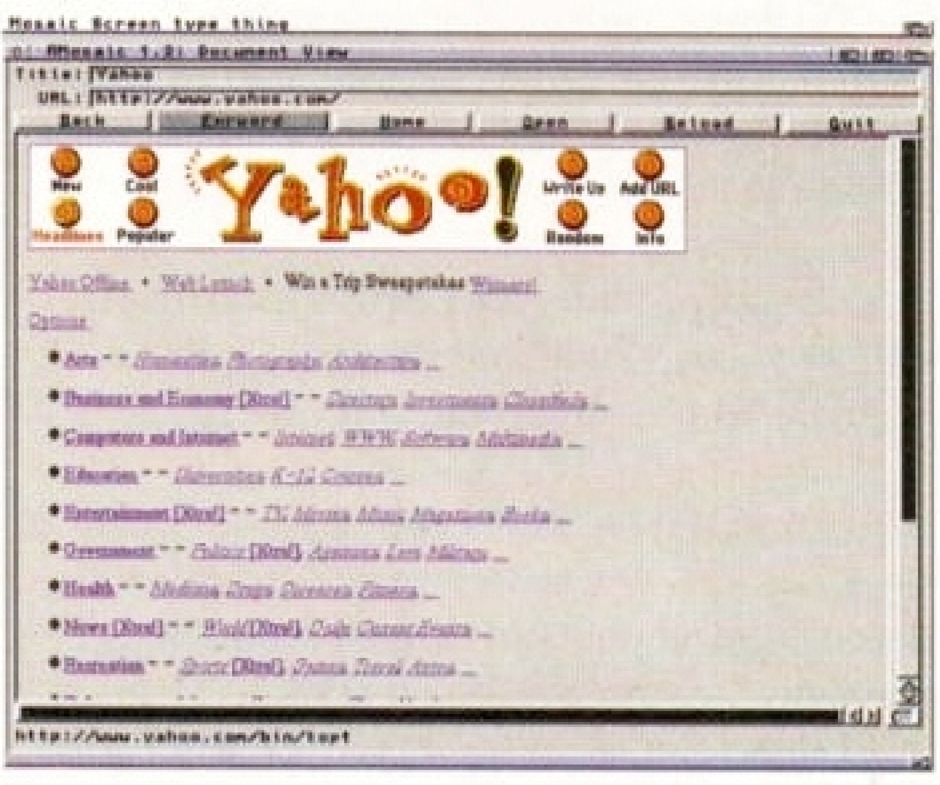
http://www.yahoo.com

is a good one, but what about IRC and in particular, newsgroups? I want to get into conversations and discussions on all sorts of topics, but how do I find them?

Simon Geddes

Web searching is quite easy thanks to Yahoo as you have discovered (try here for more search engines: www.web-search.com) but as you say, what about IRC and Usenet newsgroups?

Unfortunately, IRC is such a dynamic thing that it is hard to pin down. Many Web homepages have links to the most popular channels (such as #amiga for example) but all you can really do obtain a list of



The Yahoo site (http://www.yahoo.com) is a great starting point for exploration of the Net.

HEARD IT ON THE GRAPEVINE

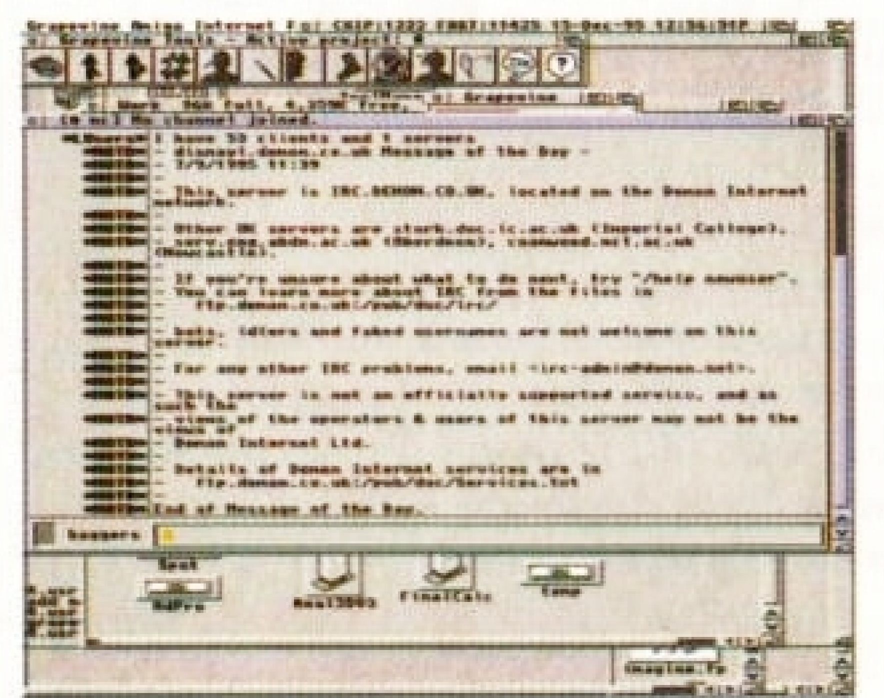
In *AF75*, in the Amiga.net section, there was a review of the IRC client software *Grapevine*. Well, due to the outstanding review, I have since downloaded the program from Aminet and have installed it on my A1200. The problem is, can we possibly have a users guide published, as I have managed to connect several times, but am unsure how to proceed?

I have tried the commands in the write-up, ie, /NAMES /HELP /JOIN etc, but I don't seem to be getting the results I expected. Any help would really be appreciated, as I really want to get involved in IRC.

mark@mcole.demon.co.uk

***Grapevine* certainly is a brilliant program, although as with most Internet tools it can be a little difficult to get started. I'm sure Darren would gladly donate space in a forthcoming Amiga.net to discuss the basics in some detail.**

Briefly, assuming* Grapevine *has connected to a suitable server – for example* undernet.uk.org *– you need to enter something like* /join #amiga *to take part in the Amiga channel.



Voice your opinions with *Grapevine*.

channels as soon as you log into the server. Even buying a book won't help you much.

There are over 10,000 newsgroups – your news reading software will have downloaded the list when your first started. If you want to know which ones are hot you'll have to take the trouble to join them and find out, or buy a magazine such as The .net Directory *and take their word for it.*

FLOPPY SCSI?

Just a quickie please! I'm hoping to get a SCSI module for my Blizzard A1230 MkIII. My first addition to it will of course be a Zip drive. Is it possible to add a lowly 1.4Mb floppy to the SCSI chain? I'm aiming to maintain a life for my peripherals if my Amiga should be surpassed in ease of use by another SCSI compatible computer and the thought of spending £80 on a HD floppy when I could possibly get away with buying a £40 mechanism appeals.

I have a few queries related to frequent crashes with my current set up but I'll leave that until I've checked out my HD for problems.

Chris Hart

I'm sorry, I don't do quickies. The Zip looks super, doesn't it? But don't forget about the SyQuest EZ135 when shopping because it too is an external SCSI drive which uses removable media. The prices are very similar but the EZ135 is faster and stores more on a disk. The bad news is that no, it's not possible to add a SCSI floppy drive because no-one makes such a beast. Besides, once you get a Zip you won't need another floppy drive. And what's this talk about moving to another machine?

Crashes on A1200 systems with hard drives and extra memory can often be put down to an inadequate power supply although, as I learnt from experience, try removing the hard drive and memory before ordering the new power supply. The problem could be a faulty A1200 itself.

SLIPPED DISK

My problem is that the floppy drive on my A500 has stopped accepting disks. I would put a disk in at start-up, after disabling the hard drive the drive would spin and the WB2 anim would reappear asking for a disk. Under Workbench the DF0:??? would appear under the disk icon.

I thought it was the drive (being seven years old) and replaced it with an official replacement. This did not solve the problem so I went ahead and replaced both of the CIA I/O chips. The reason for this was the results were the same with my external drive from my A1200, which does work fine on my A1200!

The problem is still not fixed and I can only use the hard drive. Please help as my system is a bit useless without the floppy drive.

matthew18@mdx.ac.uk

Until your second paragraph I was confident the problem was a CIA chip. I fixed an A500 with identical problems simply by swapping the two CIA chips around – the damaged chip which controlled the floppy disk was then put in charge of the serial port. As the serial port wasn't in use, the result was a completely free repair.

However, you state that you replaced both CIAs so we know they are not to blame (although I would swap them again, just in case) which leaves me puzzled. If you had a friend who was out of the country for a while, I would swap the Paula chip to see if that made any difference. Otherwise I'm afraid it's off to the repair shop.

One last thought: you have an A1200 with a working floppy drive, so have you thought of networking them together? If you ran Parnet *on both machines the A500 could access the A1200's floppy drive pretty much as though it were its own.*

The only snag is that you'll need to get the Parnet *software on to the A500 and to do that you will need to use a null modem cable and some Comms software on each machine. If you don't have Comms software on the A500 then you are stuck again... unless you can find a friend with an A500 who will let you install some using your hard drive on his system.*

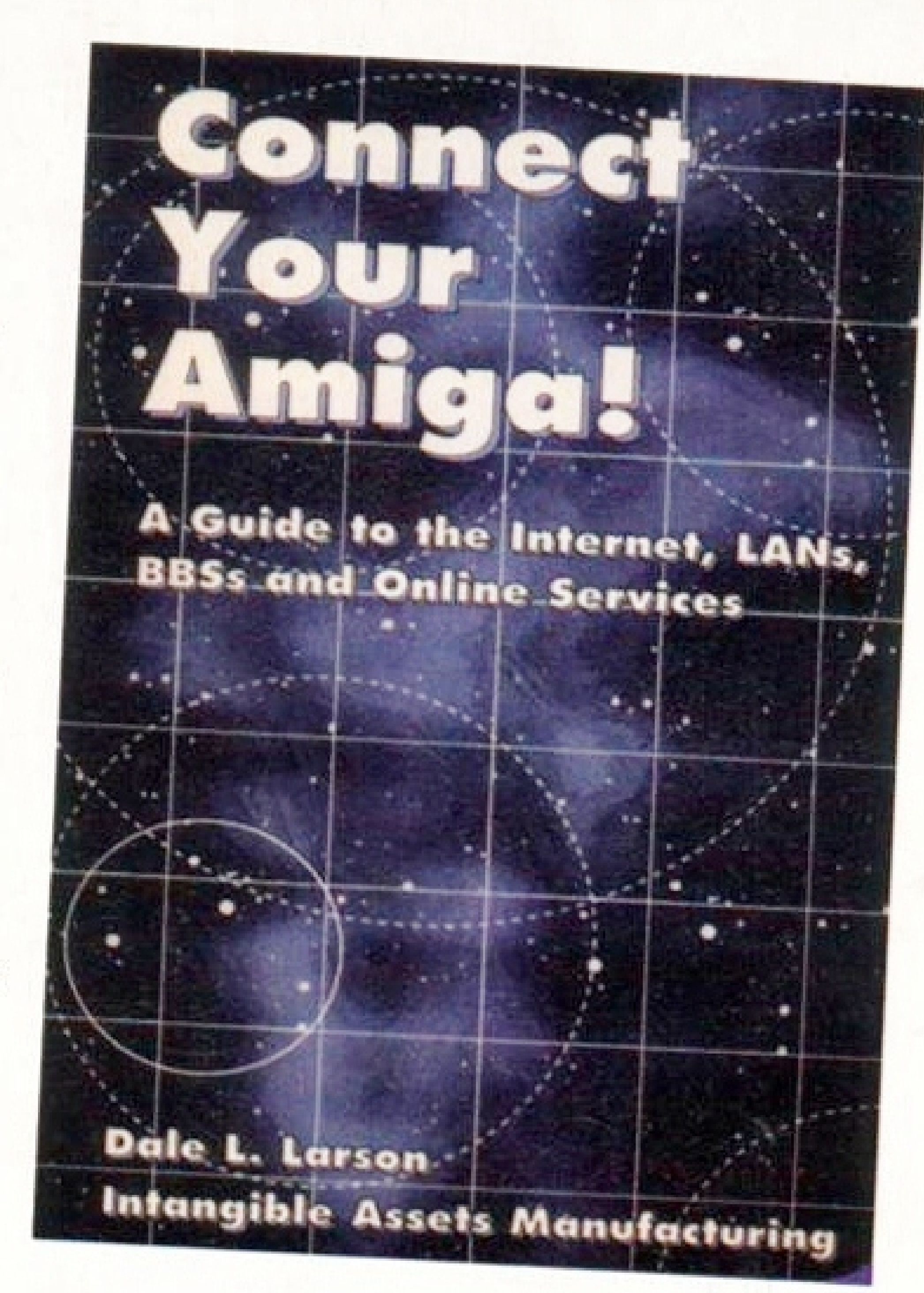
YOU'RE BOOKED

I own an A1200 with a 420Mb IDE HD and no other extra bits. A friend of mine recently sold his Amiga but kept hold of his programming software for me. One of the programs that he's given me is *SAS_C 6.0* with the 6.1 patch disk, but he's lost the books to go with it.

Is there any way for me to get hold of a copy of the manuals, or are there any alternative books that you can suggest?

Matt Wynroe

HiSoft (0500 223 660) support SAS C, *but I doubt they will be happy to supply the manuals alone – which you would understand if you ever saw them. It might be worth giving them a call though, because there is talk of a new* C++ *compiler appearing soon.*



If you're having difficulties getting on to the Net then this book may be able to help you out.

SOCKET TO ME

I am E-mailing you from Australia and am asking you to please print my letter! I am a desperate Amiga user who needs some working *AMosaic* software and *AmiTCP* and so on. I have downloaded them from the Aminet like you said in your magazine, but without success.

I am asking you to give me a detailed description of how to install the software successfully. I keep getting the message "Can't find version 0 of socket.library" even after I have put it in LIBS: inet: and the directory where *AMosaic* is located.

My current setup is an A1200HD 250 3Mb RAM (no accelerator/FPU), Banksia 28.8S V34 modem running Workbench 3.1. I am told by my friends that I am supposed to set the serial speed in prefs: to 19,200 and not 31,250, but when I leave it at 31,250 it is faster. However, my friends tell me that I will get less errors upon up/downloading files. How do you think I should set my prefs?

Thank you for producing a top Amiga magazine. I have been buying it for the last 50 issues and will continue to buy it.

Is there anywhere in Australia I can get single copies of your magazines sent to me because I get the July issue in October?

Wesley Tarbuck
Stanthorpe, Australia

Did you download AmiTCP *successfully? It would be impossible to give a detailed description of installing* AmiTCP *because it would take up the entire magazine. Make sure you have the very latest version of* AmiTCP *and start from scratch. I use the demo version of 4 and also version 3.*

As you may know, the socket library is created when you run the AmiTCP *system. It doesn't exist in the LIBS: drawer like other libraries.*

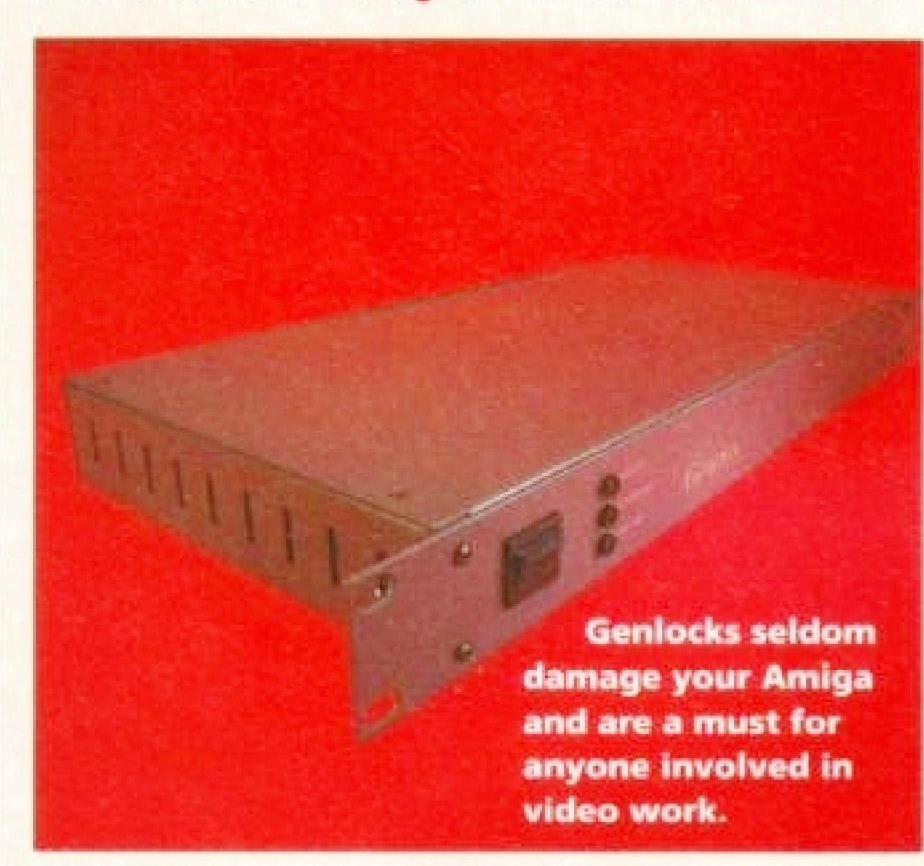
You will need to make sure you have something like this in your commands which start up AmiTCP*:*

—

setenv SOCKETCONFIG "UID=200 GID=200

Continued overleaf ➡

DANGER, DANGER!


Genlocks seldom damage your Amiga and are a must for anyone involved in video work.

I am hopefully soon going to have some money to upgrade my A1200 (at last!). Along with extra memory and an accelerator, one of the first things that I want to purchase is a genlock. However, I have heard bad things about genlocks. The last thing I want to do is blow up the machine. Are genlocks as bad as some people make out? Would it be a better idea to get hold of a 'slave' A1200 to broadcast the output created from the accelerated one?

Jon Amphlett

I don't know what sort of bad things you heard about genlocks, but I've been using them for years and about the worst thing I've done with them is to drop one on my foot.

As long as you buy a good quality genlock from a reputable dealer and always connect and disconnect it with the power to the Amiga switched off, not much can go wrong. The only warning I can think of is that it's not a good idea to do a lot of floppy disk access with a genlock in place, because the incoming video actually alters the speed of the Amiga in order to synchronise the signals.

← USER=youruser DOMAIN=yourdomain UMASK=002"
IF Warn Mount TCP: from AmiTCP:devs/Inet-Mountlist EndIf ; Start the internet `super server' run AmiTCP:bin/inetd
—

As to the speed you should set your serial preferences to: I think your friends are simply jealous. As you have a 28,800 modem setting the speed to 19,200 would be pointless – you would be wasting all that extra bandwidth and stopping your Amiga and modem from working to their full potential.

Set the rate to 31,250 or even 56,000 if possible. An A500 might not be able to cope with this rate, but if you have full hardware handshaking on (RTS/CTS) and a seven-wire lead your A1200 should cope happily.

Our subscriptions department would be happy to send you copies of AF *every month, check page 129 for further details.*

THE MISSING PIPE

I've recently started Net surfing and I have most things sussed OK, including WWW and mail, but my problem lies with getting news programs to work. I'm running an A1200, Blizzard 4Mb 50MHz and linking up with AmiTCP 3.0.

I have GRN as a news reader but when I log on to Demon with AmiTCP and set it for Link Up News as instructed to download my news, I get an error eventually telling me "Can't find Pipe". I sent E-mail to the guys who put the *TCP* package together, but they assumed it was a programme I'm missing from my Workbench! I have found "APipe" but not "Pipe". I even tried changing all references of APipe to Pipe, but no joy. So, what is it and where can I get one?

Grahame Smith

There is something nagging at the back of my mind about this, because I had exactly the same problem. A "pipe" in Amiga terms is a way of linking two processes. For example, you could run two Shells and "pipe" information from one Shell to the other. It's not something you use every day.

The news reader requires it however, so make sure you have installed it. The Pipe: is a device like another Amiga device, so you will need to mount it. If it's already present in your workbench:storage/dosdrivers directory, you will need to enter **mount pipe:** *If it's not there, copy it across from your original Amiga Workbench floppy disks.*

LYING SCSI!

I have an A570 CD-ROM drive attached to my Amiga 500 (WB3.1, 2Mb Chip). SysInfo and other diagnostic programs tell me that this is a SCSI drive.

Recently I have acquired a 650Mb SCSI hard drive, upon opening my A570, (warranty expired), I found that the control board and the CD-ROM both have 40-pin connectors which are not a SCSI standard, or so I am told, and my hard drive has a 50-pin connector. Where can I either:

1. Get a SCSI card to plug in the expansion port in the back, or
2. Get a SCSI ribbon cable to connect the CD-ROM and hard disk drives to the controller board.

Or do I have to get a dedicated SCSI controller like the GVP HD8+?

Andrew Hearn

SysInfo and the other programs are lying to you I'm afraid, because the A570 is not a SCSI device. It pretends to be to make the file system stuff easier for the Amiga to deal with.



The A570 is useful for A500 users to upgrade to CD-ROM, but doesn't have a standard SCSI interface.

For the same reason, A1200s and A600s will swear blind they have a SCSI hard drive interface fitted as standard when we all know it's IDE.

SCSI cards for the A570 were promised, but none appeared. I heard of one company who make an interface for the CDTV and say they might make one for the A570 if there is enough demand. Their name is AmiTrix Development and you can Email them on sales@amitrix.com or telephone them on 1+(403)9208459.

So, unless AmiTrix start making suitable cards, you will have to buy a dedicated SCSI interface. Sorry.

NON FUNCTIONING

I am currently doing a course in software engineering at University, and I am learning to program with a functional programming language, ML. I was wondering if there was a similar program for my A1200 as it would be a great help in my studies?

David Gent

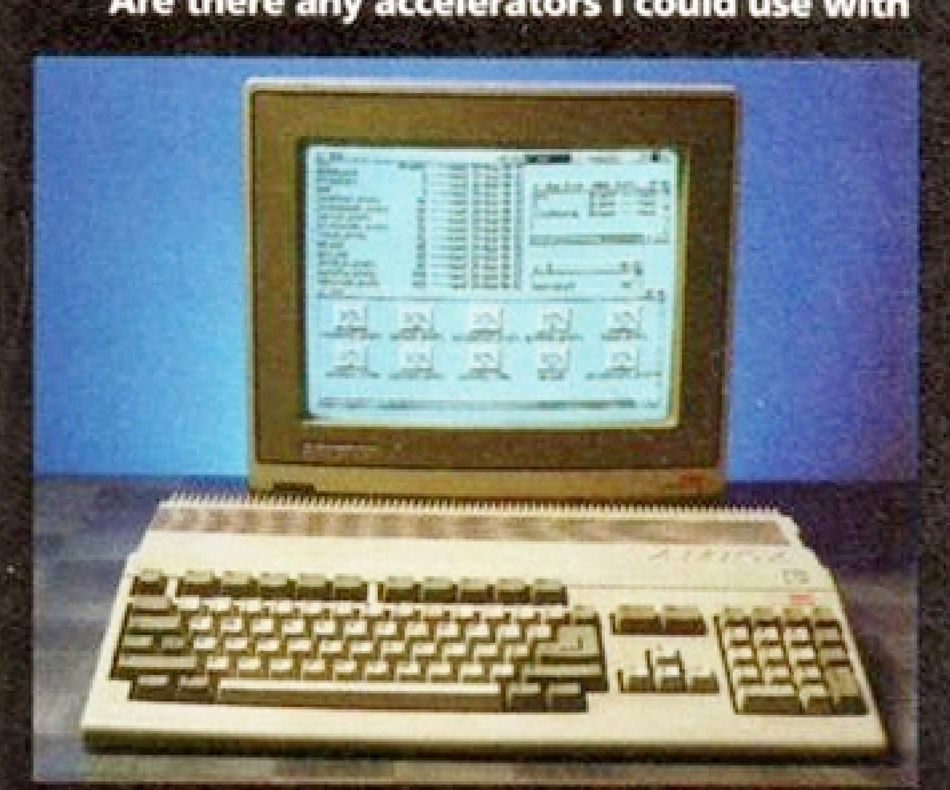
I guess it's been too long since I was in higher education, but I have never heard of ML *on the Amiga or any other platform.*

If C *and* Pascal *aren't functional enough for you, I can only suggest* Maple *which includes a* Pascal*-like language. This is one question which should be thrown over to our loyal readers to see if they can help.*

A500 IS BACK

As a recent A500 owner I, and I am sure many others, would like to know the upgrade path available to us. I have a GVP Series II hard drive, .5Mb Chip RAM, 2.5Mb Fast RAM and would like to know where – apart from investing in a new Escom A1200 – (which somewhere along the line I intend to do), should I go?

Are there any accelerators I could use with my hard drive? Is there a cheap upgrade path to 3.1 OS?



Shaun Savage

As a recent A500 owner you have been conned into buying a computer which is now very old and therefore not supported any more. It is unfair to expect there to be some form of upgrade path, other than the second-hand market. If I bought a BetaMax video recorder I would be acting as an idiot if I went to my local film rental shop and complained that there were no tapes for me to use. There was a huge market in A500 accelerators many years ago, but that phase in the Amiga's life has now passed.

The A1200 is far in advance of the A500 with a built-in 32-bit processor and improved graphics. There is no way to upgrade your A500 to this class. What you could do is buy the OS3.1 upgrade. It's not particularly cheap but it's the only one there is. Of course, you would be better off getting an A1200 as soon as possible.

Real 3D Tutorial

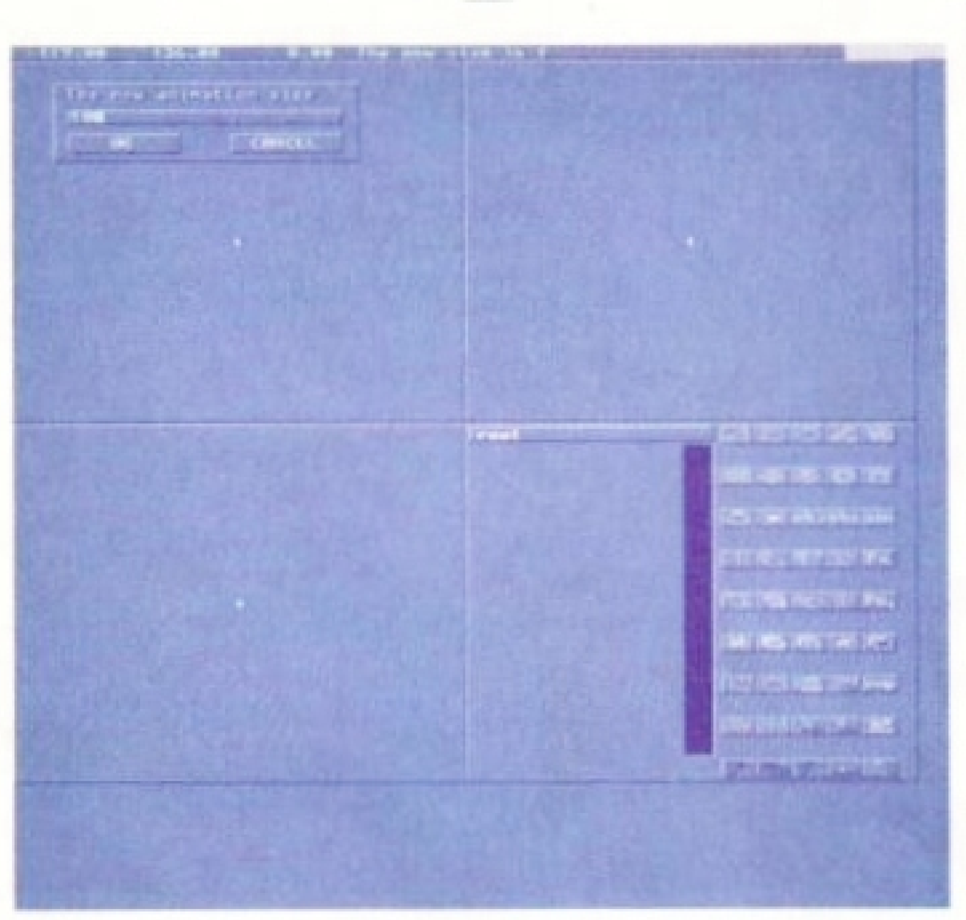
As we saw last last month, *Real3D* can create a set of rendered frames almost as easily as a single image. In fact, *Real3D* has one of the easiest to use animation systems of any rendering program on the market, and this is achieved without sacrificing any power features.

When you define a scene with some movement, *Real3D* repositions the objects from one frame to the next, and automatically re-renders the scene. You don't need to position each object yourself for each frame, nor do you need to adjust the size or appearance – *Real3D* will handle any "inbetweening" by itself.

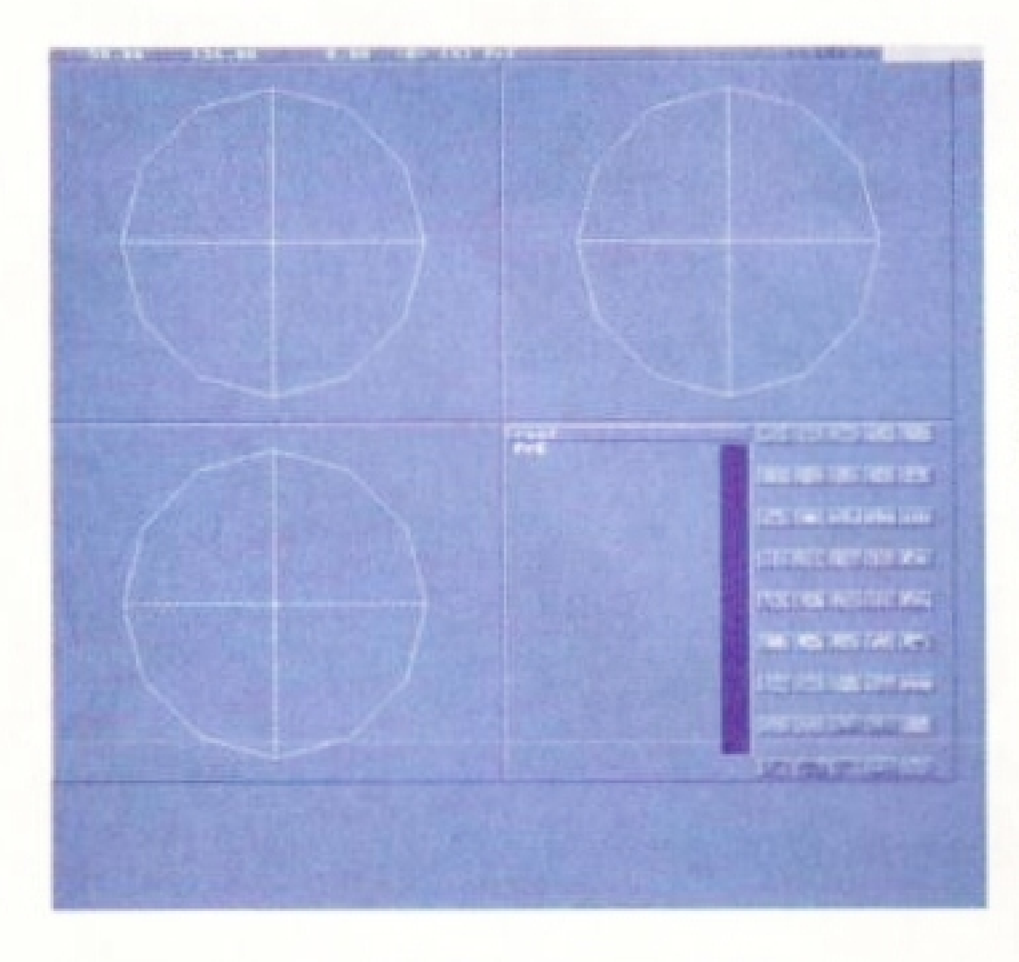
The result will be a sequence of still IFF images, which you can easily convert into an ANIM file for replay. This is what we looked at in depth last month, so make sure you have grasped those techniques of simple movements before moving on to this month's slightly more complicated installment.

PROJECT 1

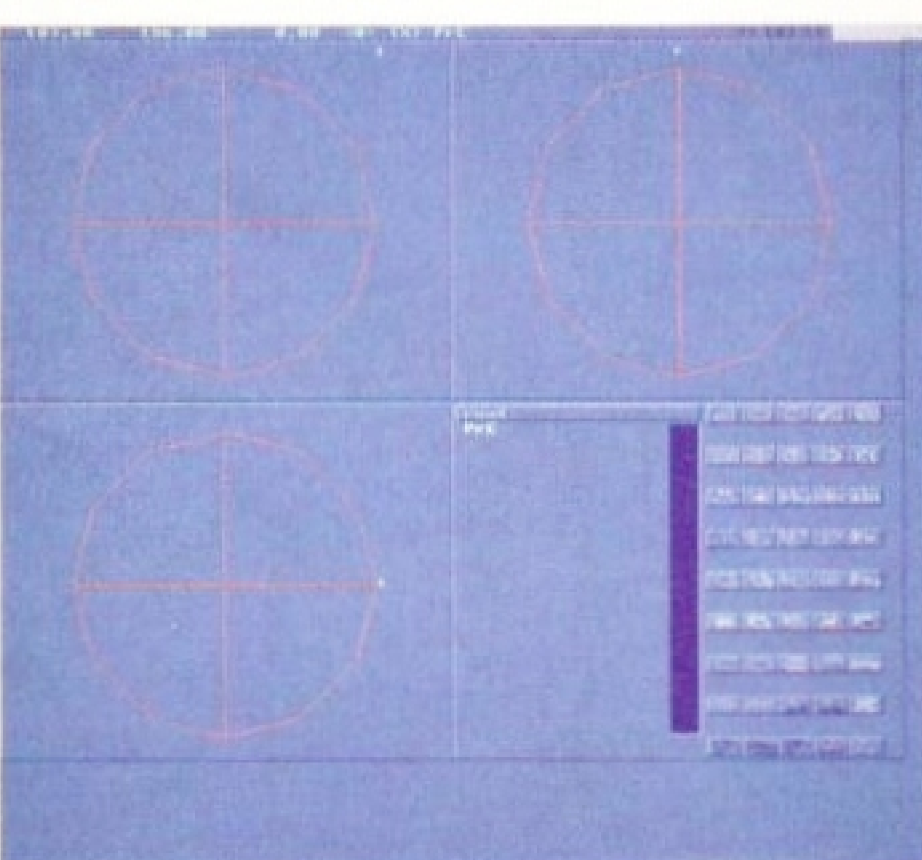
Morphing Shapes



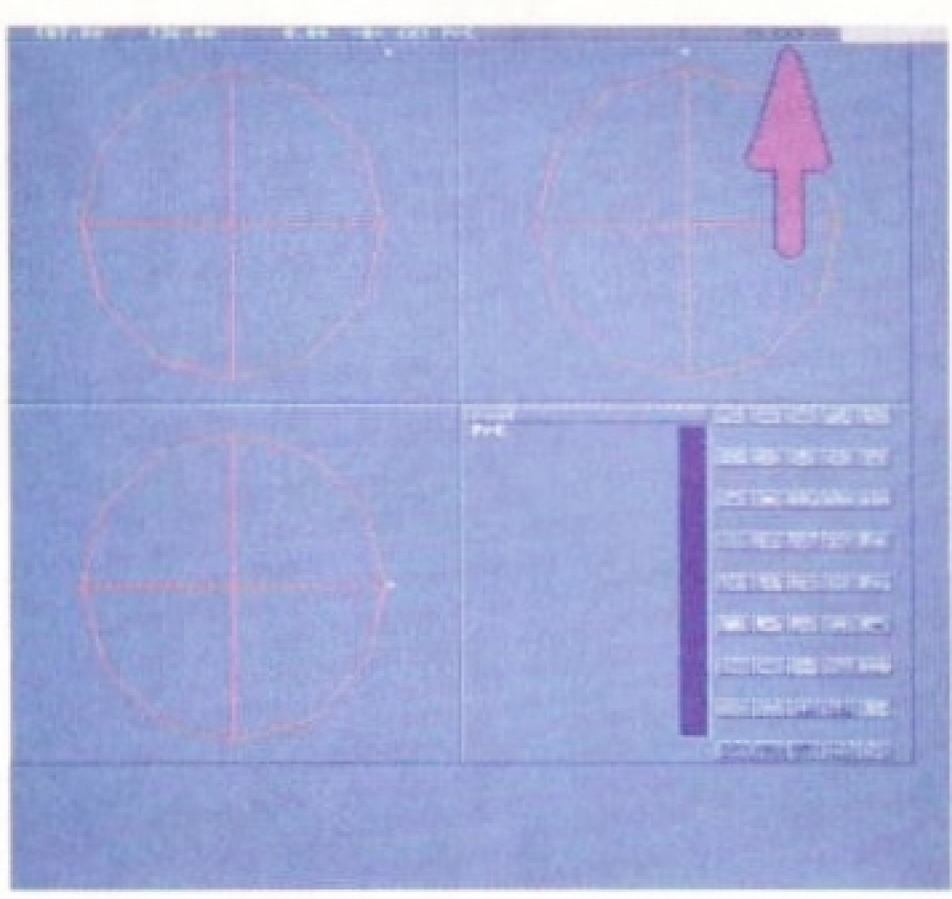
1 Start with a new project and use the Projects / Animations / Size requestor to see the number of frames to ten. (Pop down the Projects menu, find the Animations item and then select Size). If your screen display looks different, remember that my screen is operating in Interlace mode.



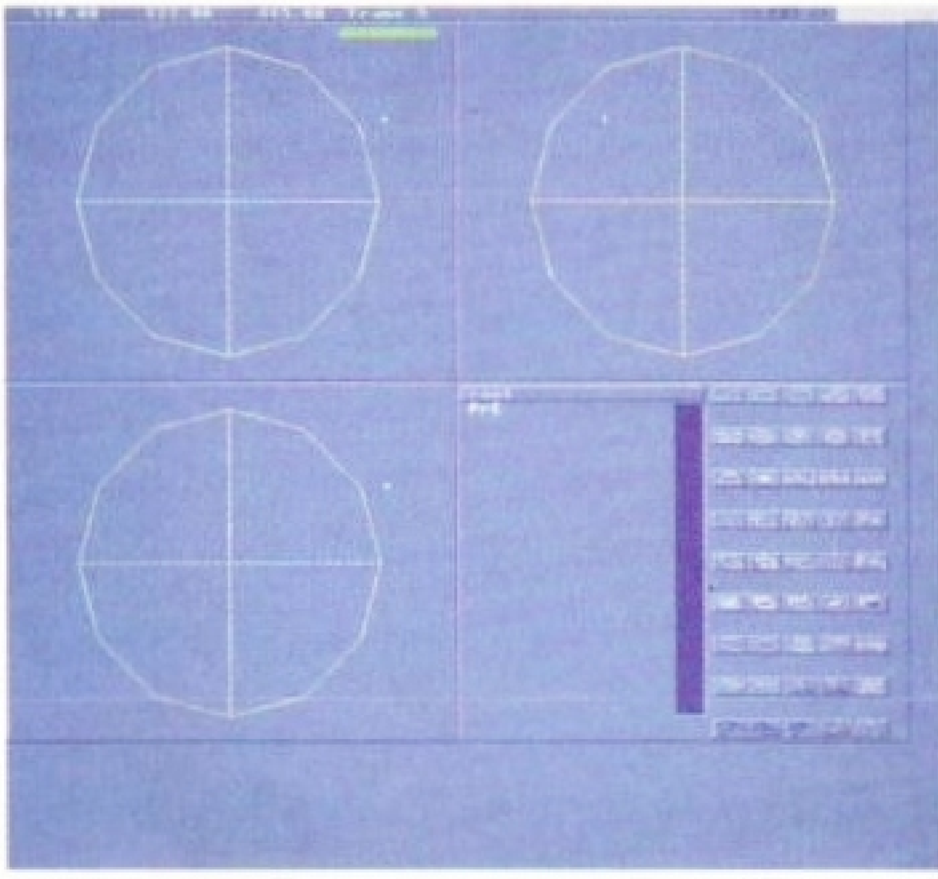
2 Create a sphere, using the Creation / Primitive / Sphere menu options. We shall create a short animation in which the sphere changes colour and shape over the ten frames.



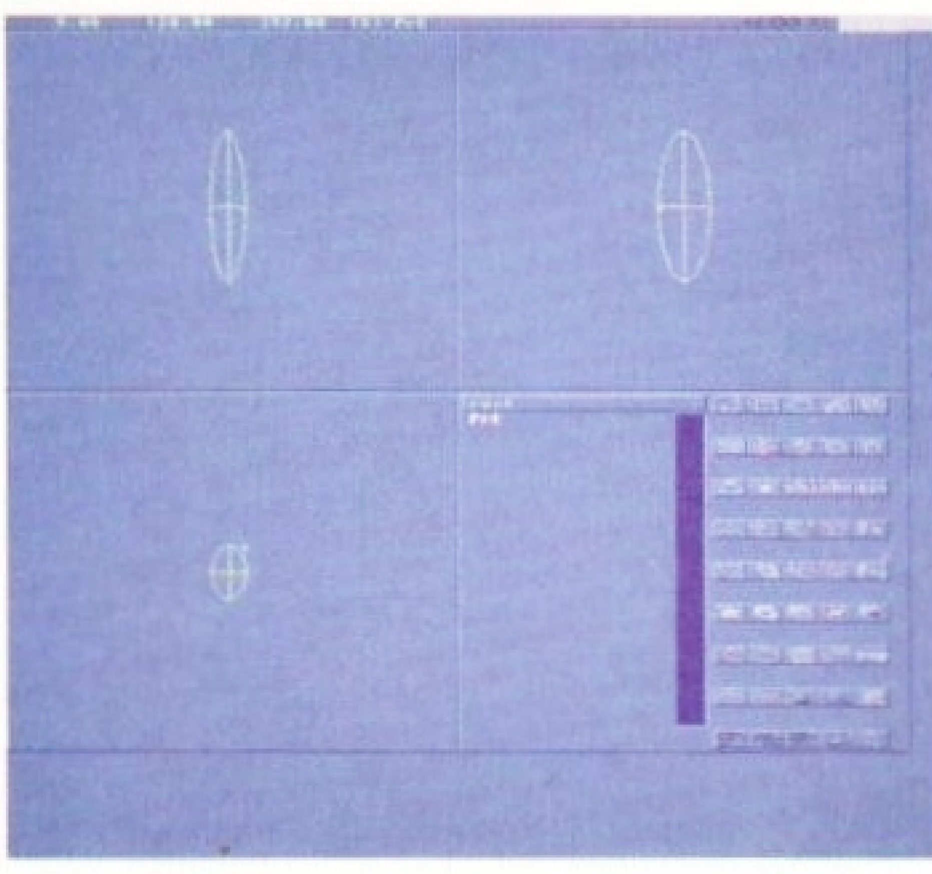
3 Change the colour of the sphere. To do this, select a red colour from the "Colors" menu. Then press "f" (which is the same as the Modify / Hierarchy / Color menu option) and click on the sphere to confirm.



4 Now click on the Expose gadget. This is the (X) symbol between the two arrows. The arrows will move you through the different frames. Exposing this object instructs *Real3D* to remember its properties.



5 Now move to the last frame (which is number 9 – the frames start at frame 0) by clicking on the right facing arrow. At the moment nothing changes in our animation: so let's alter something. Change the colour of the object as with step 3, but this time to yellow.



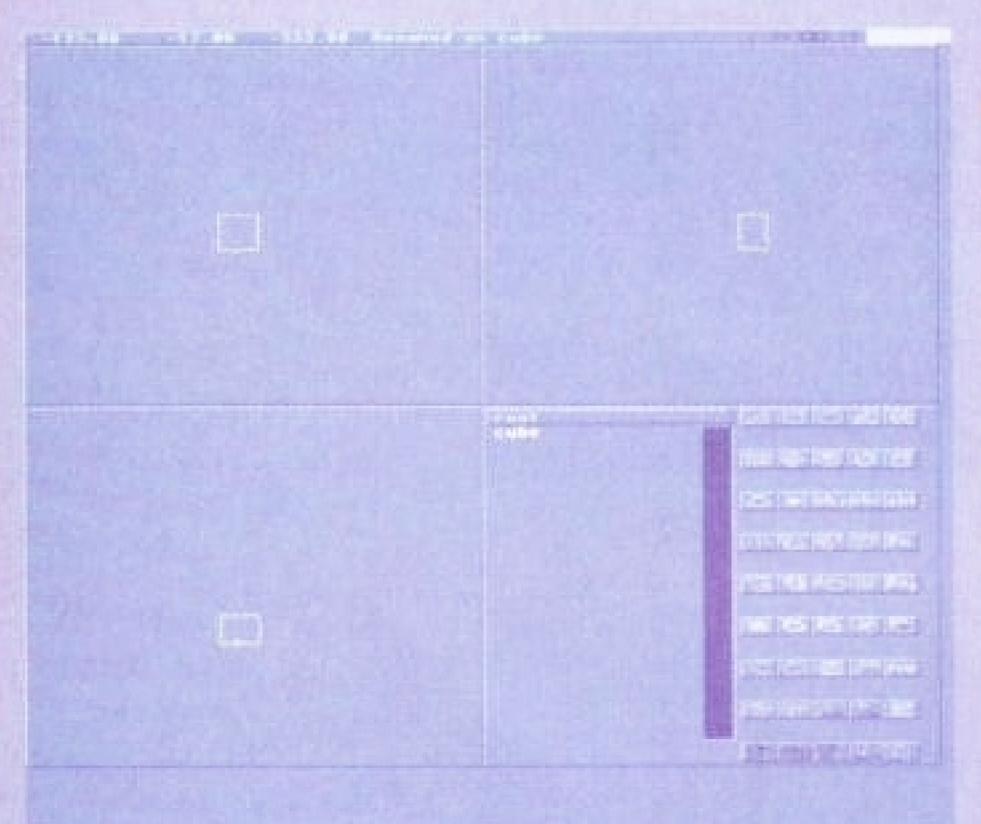
6 Alter the shape of the sphere too. Use the stretch or scale tool to change it's appearance as drastically as possible. Morphing won't allow you to change the way in which an object is constructed, but you can change it so much it is hardly recognisable. ➡

part 5

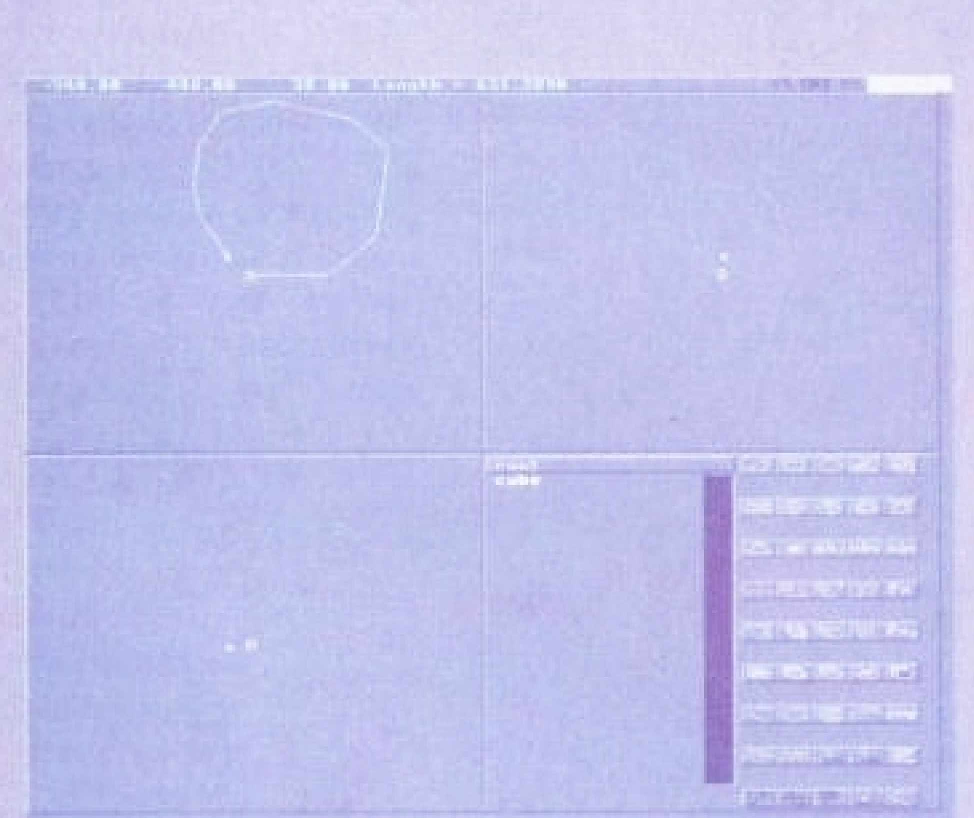
Spinning globes, morphing shapes and flying arrows are all made possible with Real3D's advanced animation tools.

PROJECT 2

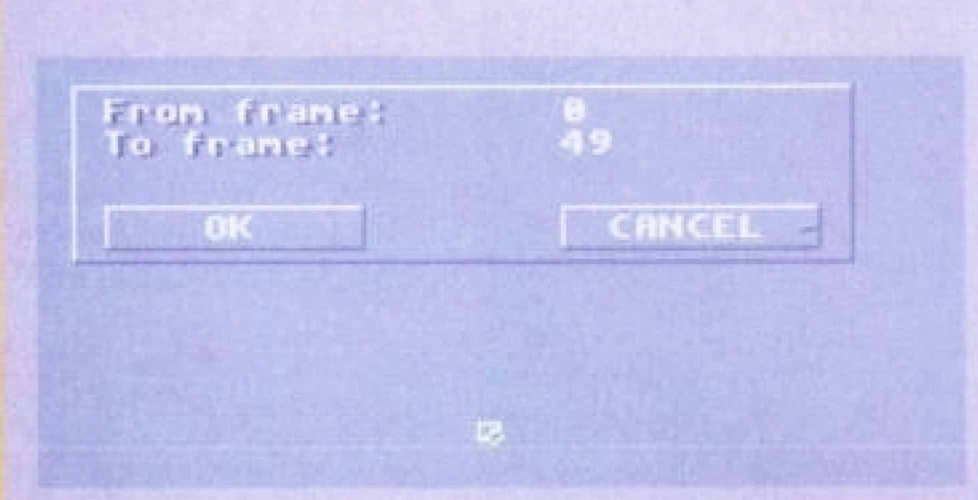
Orbiting



1 Delete everything (select Project / Animation / Delete) and create a new animation with fifty frames in it. Create a small cube and place it in the centre of the screen. Zoom out (press "-") so that there is a lot of space around it.

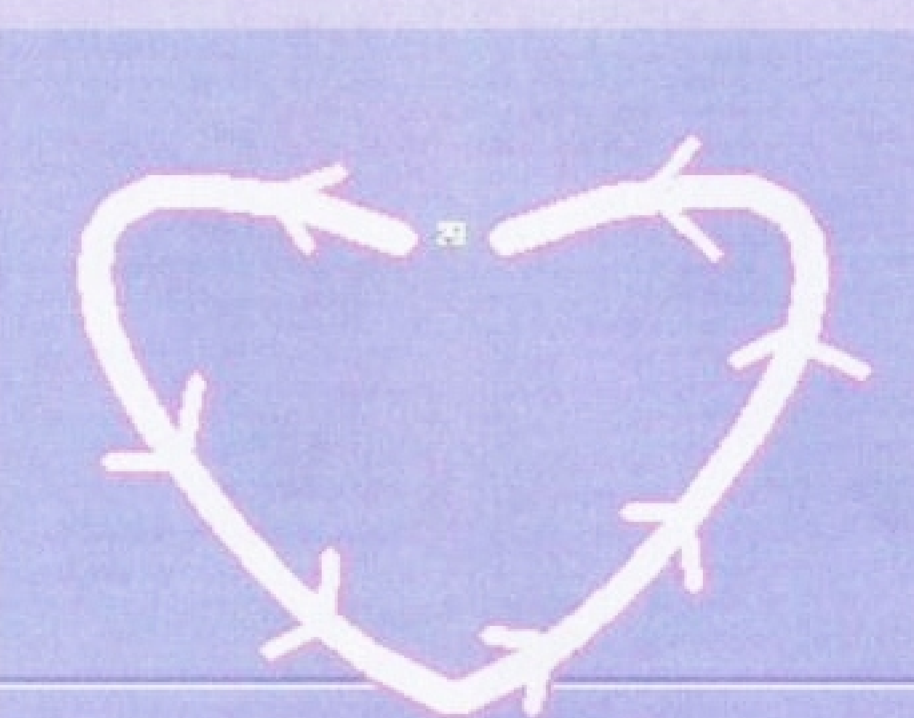


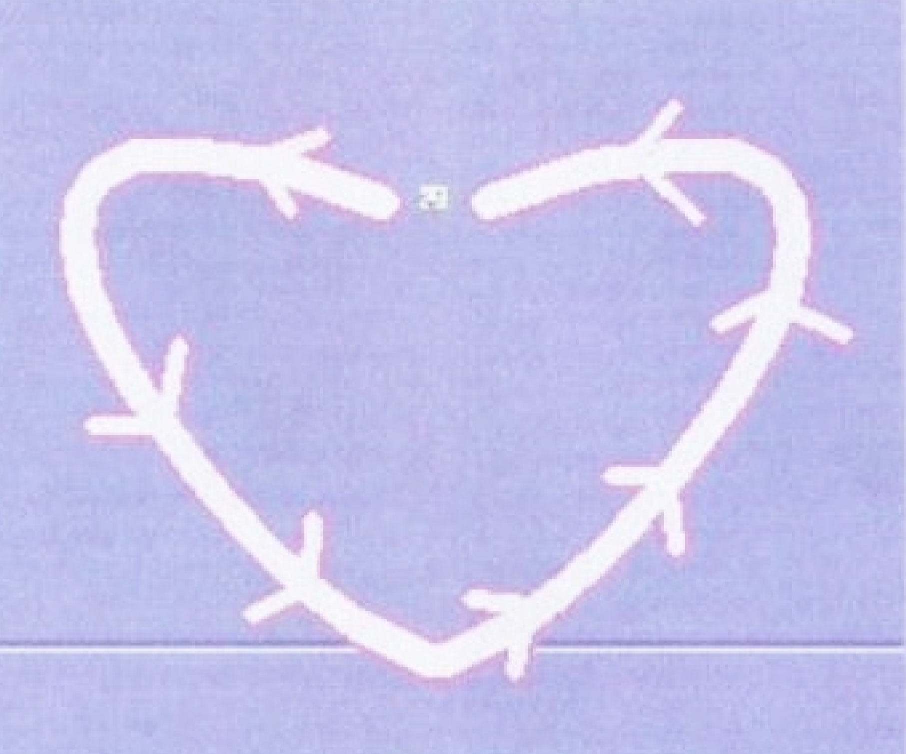
2 Now select Projects / Animation / Orbit. You can now draw a path for the object to follow. Add as many points as you like (with the left mouse button) starting from the centre of the object. When you have drawn the complete path, press the right mouse button.



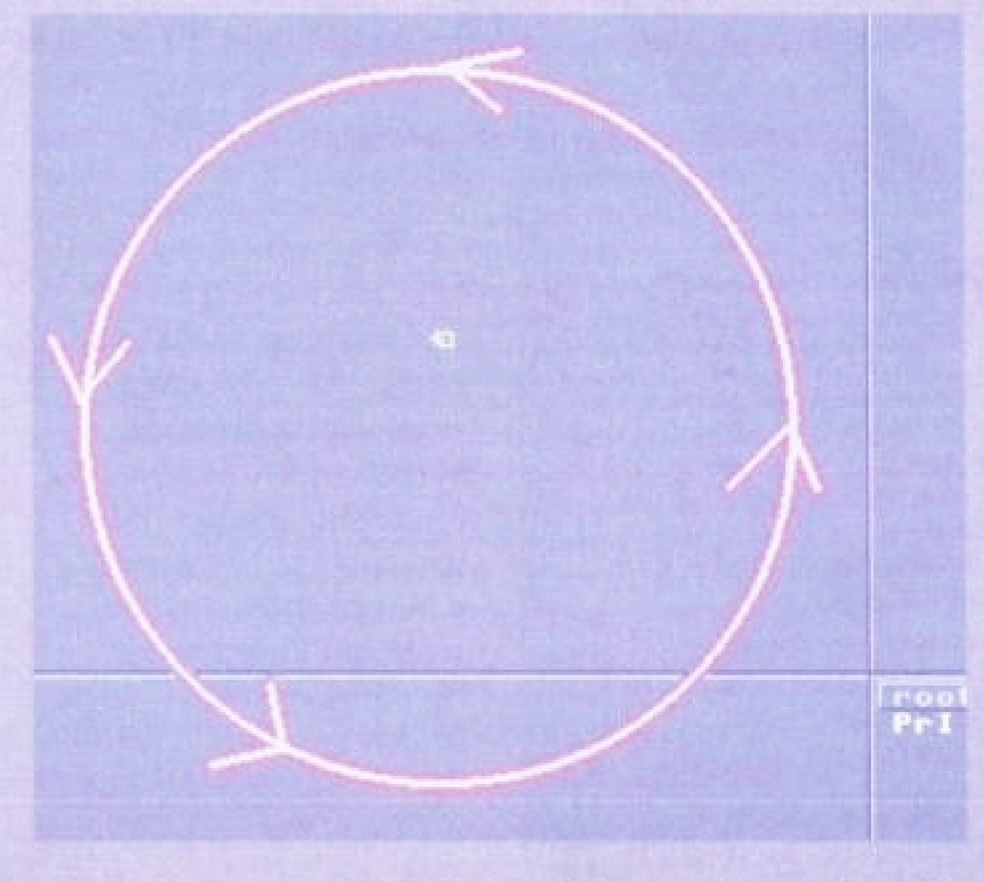
3 Now select the number of frames the orbit is to take: the default setting will be 0 to 49 (which is all 50 frames), so select that. You can now watch the orbit by pressing Shift and P together.

4 Now let's give the cube a rotation as well as an orbit. Zoom in to centre on it, and then select Project / Animation / Rotation. Select the centre of the cube and let it rotate 360 degrees

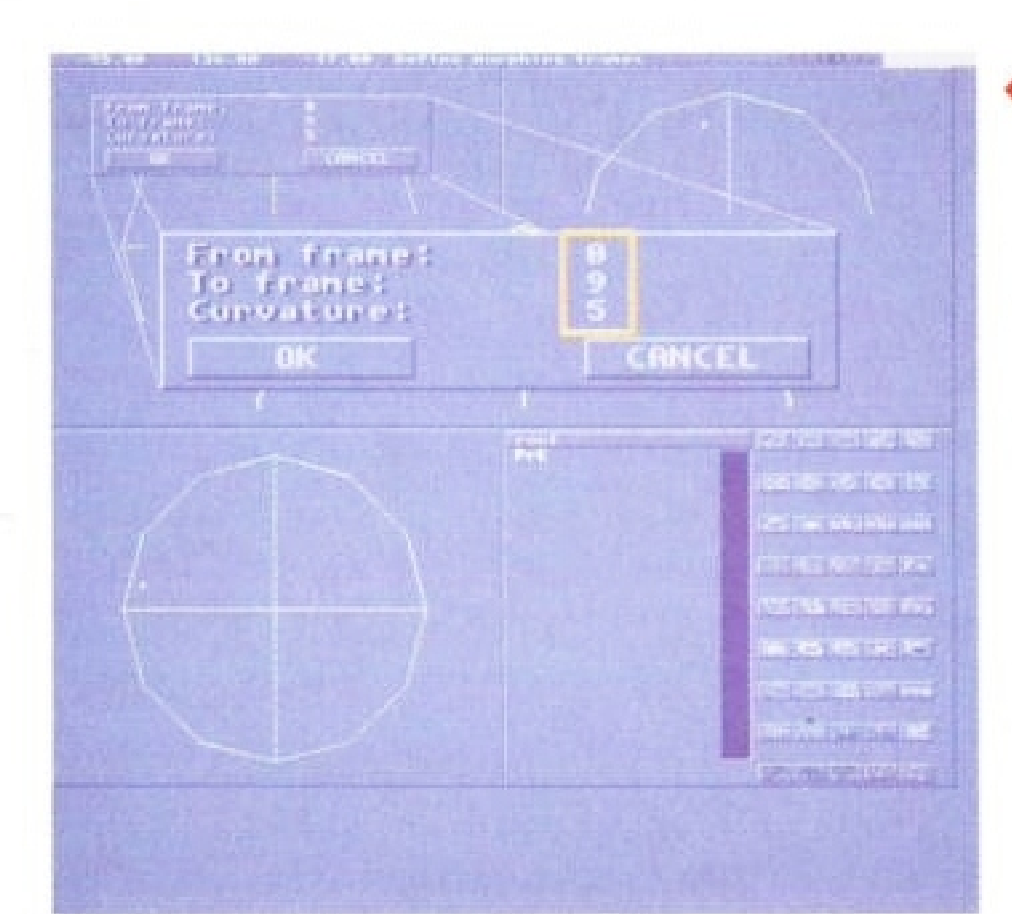




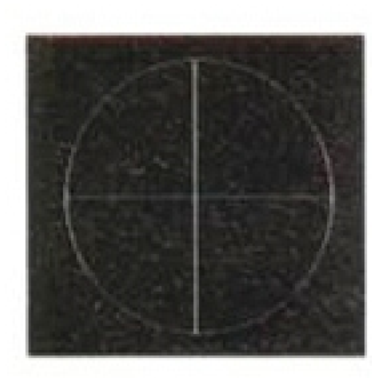
5 Now play it back... Whoops! Rather than rotate only the cube, we have rotated the orbit as well – and the result is a very pretty (although possibly not useful) curve as the cube spins into and out of the centre of the screen. Nice effect, though...



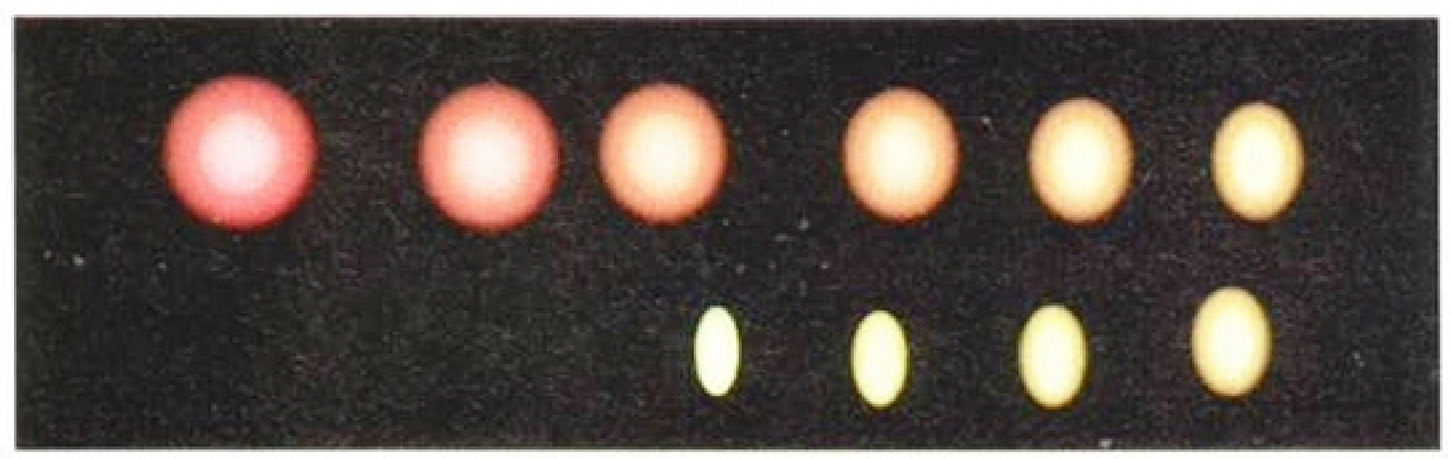
6 To make our cube rotate and also orbit at the same time, you will need to start again. This time make the cube rotate first and then draw out the orbit. Now when you play it back it should behave more predictably...



7 Click on Expose again, so that this object too is remembered. Then return back to frame one (click on the left arrow a few times). Now use the menu option Project / Animations / Morphing. The default settings should be fine, but make sure it will operate over the range 0 to 9. If the morphing setting says 9 to 9, it is because you didn't move back to the start by clicking on the left arrows.



8 The Curvature value is worth experimenting with, although you will see it more when changing positions as well as appearance: 5 gives a smooth morph, 1 more robotic and 15 ridiculous. Watch your morph by pressing "P" (shift and P) or by going to the Wireframe screen (press "w"). You can now render the images and create an animation. Notice that the colour has morphed as well as the shape of the object. Now try using textures and altering the position of the object as well...

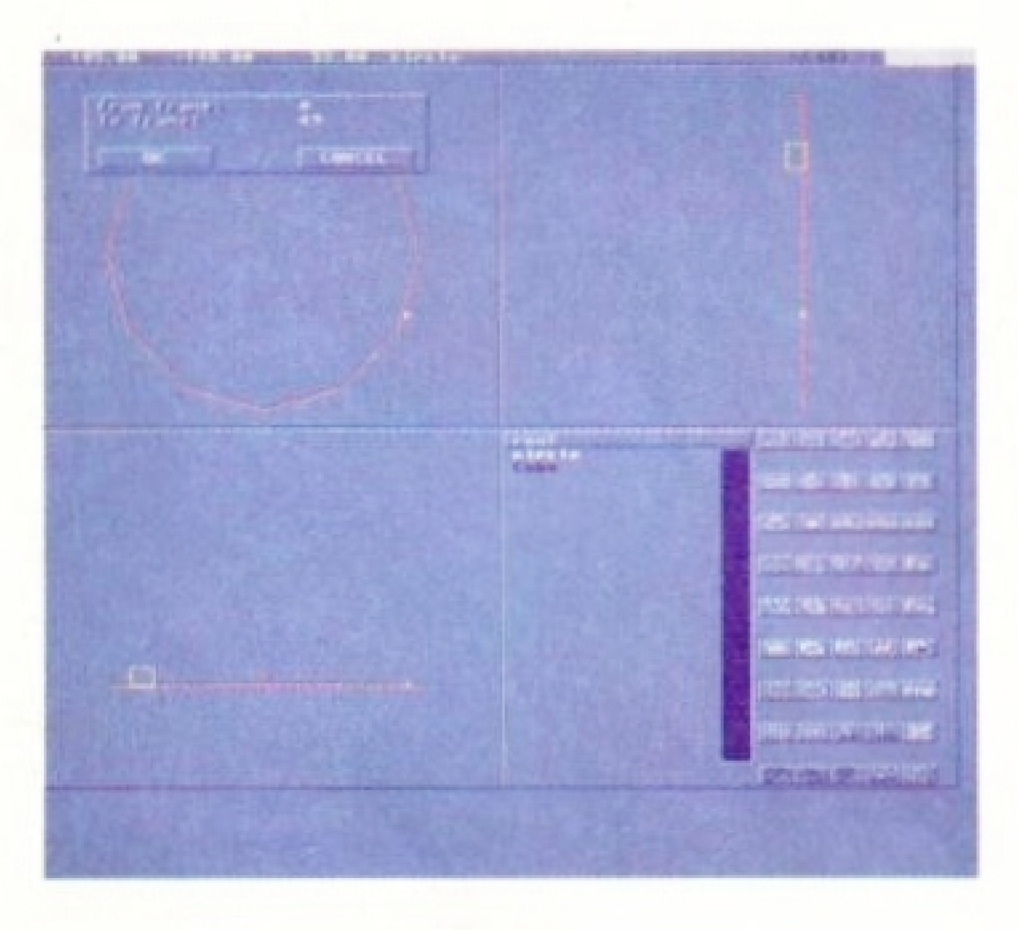


Continued overleaf ➡

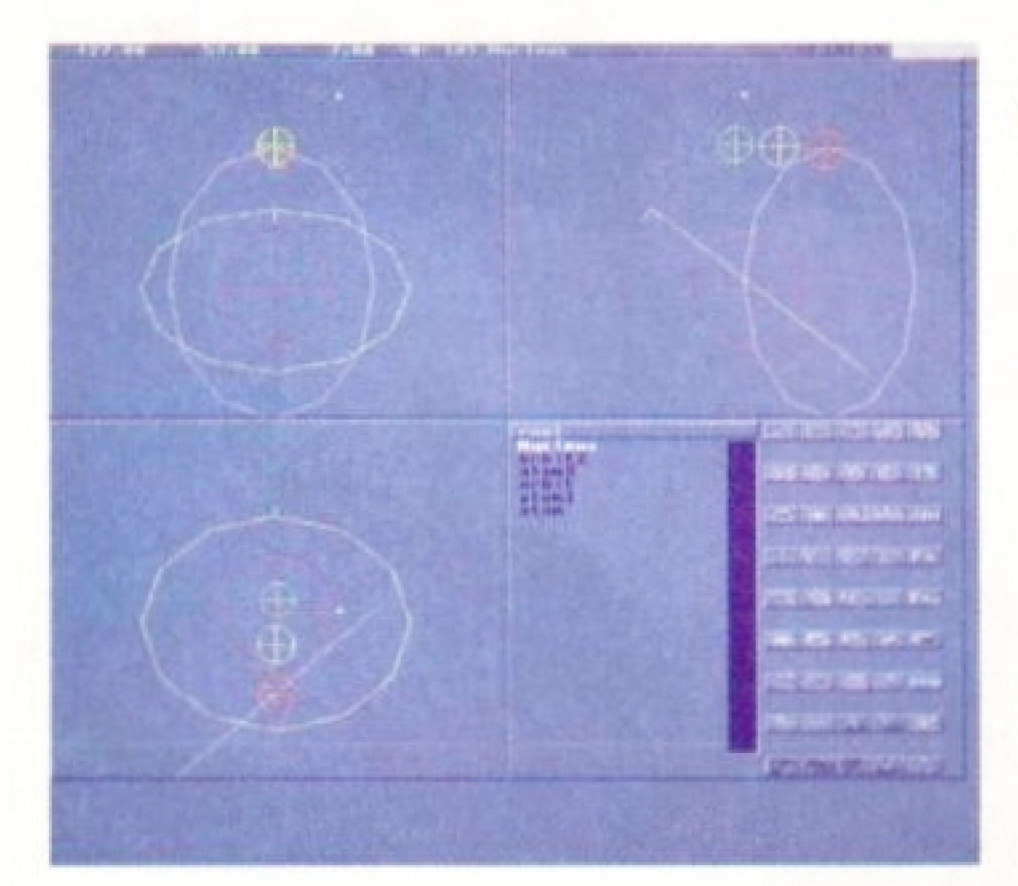
PROJECT 3

More accurate orbits

1 Start again, with an animation of size 50 and cube object. Make sure you name the cube object to avoid later confusion, and then create a circle object which intersects the cube. Name that too...



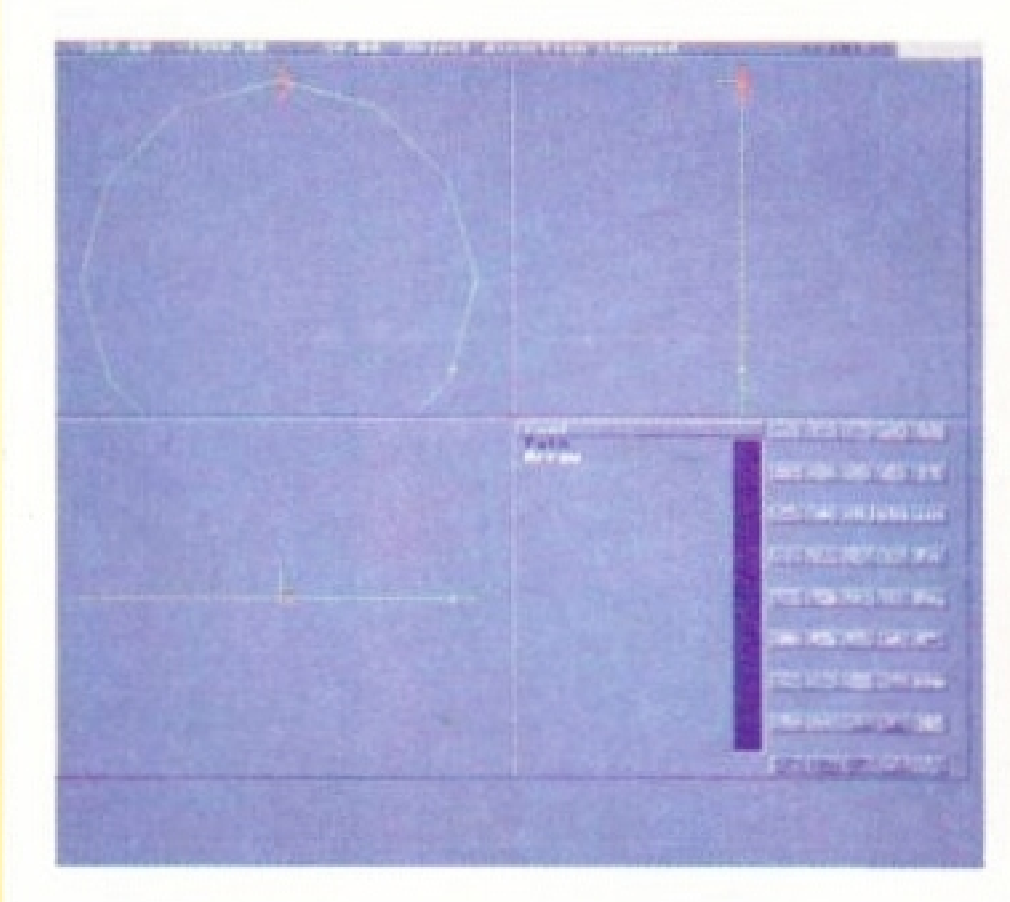
2 Now, with the cube selected, select Projects / Animation / Orbit as before. However, this time press "*" on the numeric keypad. A requestor will appear asking which object to use as the point definition: select the circle and OK. You can now define the range of frames.



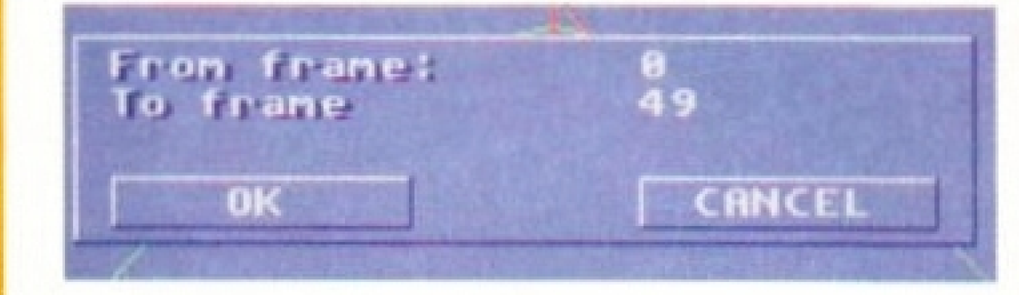
3 Now play the animation: you'll see that the cube traces out the shape of the circle. The advantage with this technique is that much smoother shapes can be created. The path can also be altered in all three dimensions by rotating the object used.

PROJECT 4

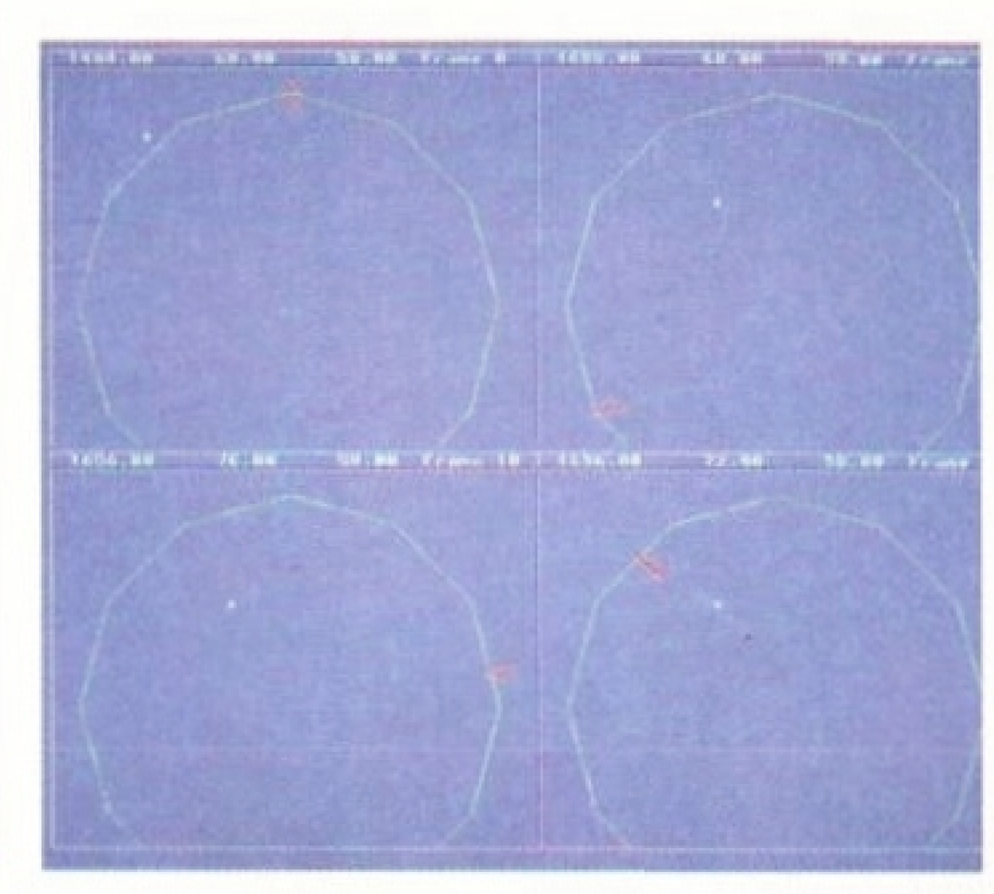
Paths and Direction



1 Create a 50 frame animation with an arrow object and a circle. Make the circle the path for the arrow to follow and replay the animation. Notice how the arrow always faces right.



2 To make the arrow face in the correct direction as it orbits, you could try and give it a rotation as in Project 2, although that would only work with a circular orbit: remember, any shape can be used as an outline. Instead go to frame 0, select the arrow and use the Projects / Animation / Direction menu item.



3 Now the arrow will point in the correct direction as the object moves around the orbit. This is useful for making spacecraft and other vehicles face in the right direction: you only need to worry about the path and let *Real3D* handle everything else.

CONCLUSION

You can of course combine all these elements to make one animation. For example, you can trace out the path a ball may make as it falls to the ground and bounces away. Add a sphere, make it follow the path and you have an instant animation. However, for extra realism morph the shape of the ball at the same time. As it bounces on the ground, make it squash upwards slightly, as it springs away make it stretch outwards a little more.

With a little effort and an imaginative mind you can model all sorts of real-world effects. And of course, each of the still images can then be rendered to photorealistic levels and replayed as an animation.

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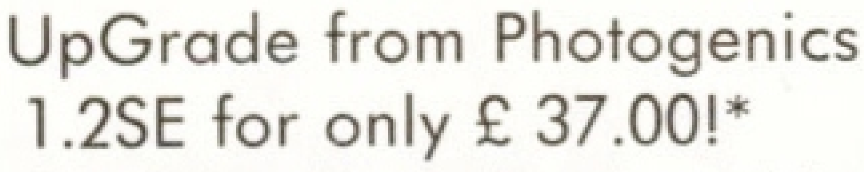


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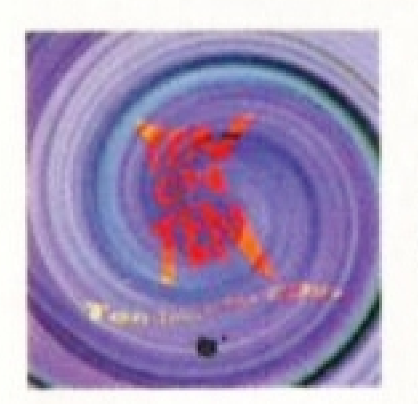



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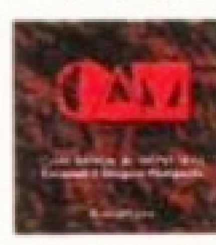
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Chat on The Undernet

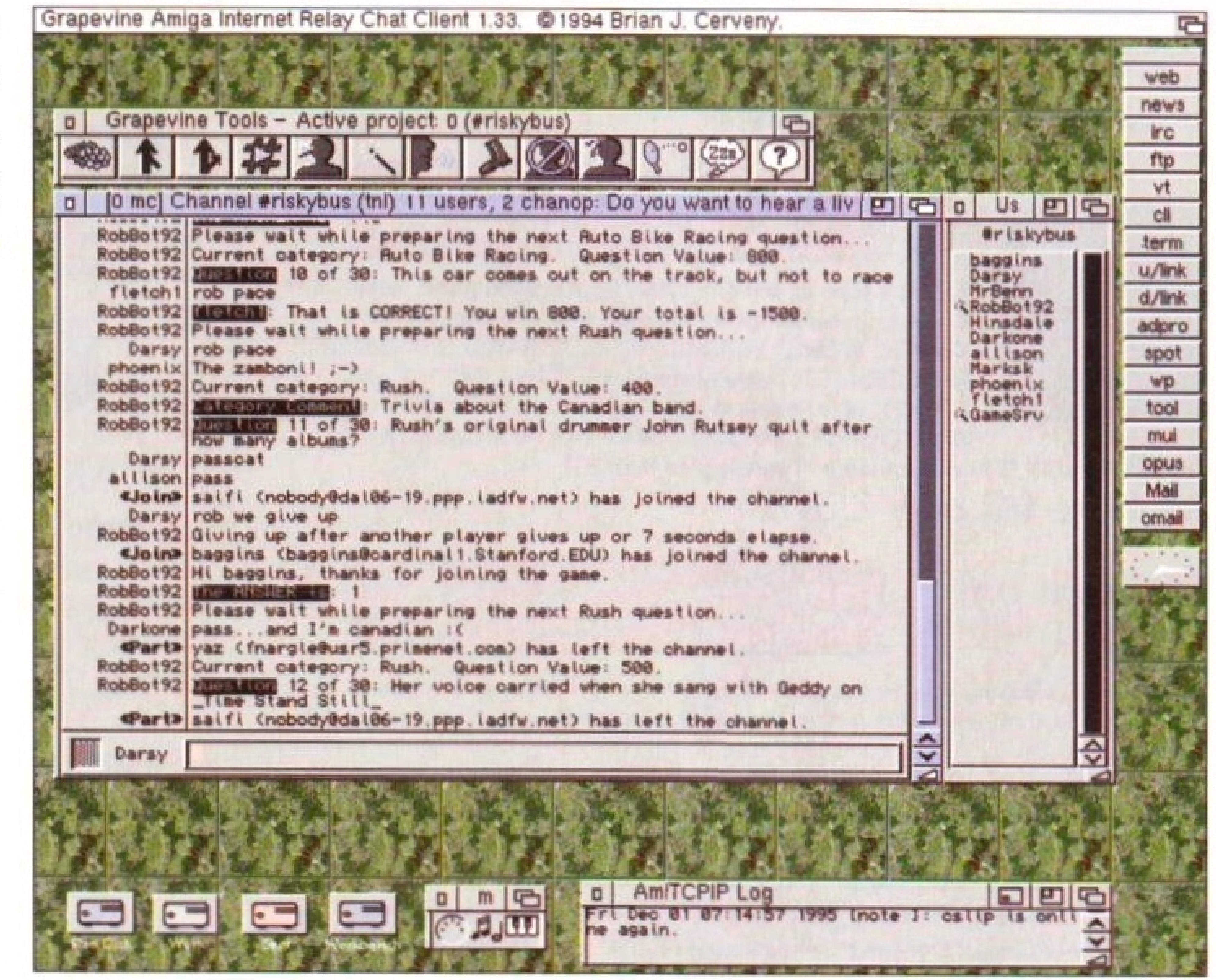
Darren Irvine takes a look at an alternative to the IRC network – The Undernet

If you're a regular Internet Relay Chat (IRC) user then you'll almost certainly have come across occasions when any conversations you're in the middle of suddenly seem to become extremely fragmented. Large time gaps can occur between threads of a conversation, as the entire IRC network becomes lagged due to the fact that the network traffic has by far exceeded the sort of throughput that IRC's original designers had in mind.

Another problem which can occur (and does so now with increasing frequency) is the phenomenon known as "netsplitting". A Netsplit occurs when a certain group of IRC servers become disconnected from the rest of the IRC network. If you are unlucky enough to be using one of the split servers, or be talking to someone on one, then it's end of conversation time.

To combat these problems and others (such as the sheer overcrowding that is endemic on certain IRC channels) several alternative IRC-style networks have been set up, operating completely independently from the original network.

One such alternative network is known as the Undernet, and new servers seem to be coming on-line on a weekly basis. Although you can't access the old IRC channels using an Undernet server, most of the popular channels have been duplicated (from the ubiquitous *#HOTTUB* to channels of interest to AF readers such as *#AMIGA*). Although from a user point of view there seems to be no difference when using the Undernet (to get on, simply point your existing IRC client at an Undernet server instead of the one you had been using), internally the way network traffic is handled on the Undernet is completely different from the old system. The Undernet was designed specifically to be more efficient and less prone to lagging and netsplits.



Spend hours of your time running up ridiculous phone bills playing Risky Business

RUMOUR MILL

Once again, rumours are circulating concerning the "official" specs of the "new Power-PC based Amigas" that are "soon to be released". Regular Rumour Mill readers will have shrewdly deduced by my use of quotation marks that, as usual, it's all a complete crock. The new machines will have 68K emulation as standard. They won't have 68K emulation at all – it's too slow. The new machines will "obviously" run Windows NT. Windows NT will be the last operating system that they'll run. Old Amiga applications will run with no modification. No-one will bother trying to run old Amiga applications, since porting them will be too difficult.

This stuff gets old pretty fast, and it never fails to amaze me that people seem to believe their own lies. I mean – is there someone out there deliberately making this stuff up just to annoy me? Stranger things have happened.

This month's "Operating System Feature Spawned in the twin Pits of Dis and Pandemonium by Lucifers Sulphurous Minions" prize goes to...Virtual Memory. The latest thinking on the subject by world-renowned losers and no-hopers is that you will be condemned to eternal damnation if you even think about using an operating system that utilises Virtual Memory techniques.

Aha! Caught you red handed with that Linux installation kit! Flush it down the toilet before the Operating System Political Correctness Police break in your front door.

Those drunks eh? What a politically correct sensitive bunch



Will you, like me be Boggled, or can you work out what the hell goes on in this channel

So, apart from the fact that using the Undernet can be smoother and less prone to problems, what other reasons are there for deserting your old favourite channels? Well, for me one of the most attractive features of the Undernet is it`s more unusual channels.

GAMES ON THE UNDERNET

The Undernet has quite a few "Bot" controlled multi-user games to help run up your phone bill. There's *Boggle*, which is a multi-player Find The Word style game, and a team game called *Chaos*, where two teams of players compete to find words in specified categories. To access these games join channels #BOGGLE and #CHAOS respectively. Each channel will have a "Bot" called "GAMESRV", and you can find out more information about how to play each of the games by entering into a DCC CHAT session with this bot – Just type /DCC CHAT GAMESRV into the text field of your IRC client after joining the appropriate channel.

My personal favourite is the channel #RISKYBUS which is home to the trivia quiz game. This is a multi-player quiz in which the bot, "Rob" sets questions and anyone on the channel can take a guess simply by typing their answer preceded by the word "ROB". There are six randomly chosen categories per game, with each category consisting of five questions.

The first question in each category is worth 400 points, rising by 100 each time to 800 for the last question of the category or "cat" as the #RISKYBUS players call them. If you answer a question correctly (and before anyone else), the points are yours – if you get the answer wrong then the points are deducted from your total. Occasionally, a player will be offered the chance to "Enter the Danger Zone" – and answer an individual question with the choice to wager any amount of their winnings, or attempt to steal the points of another player.

At the end of the 30-question game, any players who have a positive score can take part in the final section of the game, known as "Terrible Trouble". This is similar to the Danger Zone section, except that all players with a positive score can wager any amount of their winnings on being able to answer a final question.

In addition to the ability to answer questions by preceding the answer with "Rob", this magic word can also be used as the start of a variety of stock phrases that give information about or control the current game. Saying "ROB WE GIVE UP" for instance, tells the bot that you haven't got a clue and you'd like to go on to the next question – try to be considerate with this though, and give others a reasonable time to make their own guesses. If you want to see how well you are doing type "ROB SHOW SCORES", and if you have forgotten what categories are being covered in the current game type "ROB SHOW CATEGORIES". Over time (and if you actually manage to win any games), the bot will keep track of how many games you have won, and what your own highest score has been. To find this information out, type "ROB SHOW STATS <nickname>" inserting your own IRC nickname as appropriate.

JARGON

Bot **– An automated IRC script that has been set up to appear pseudo-intelligent. Bot's are regularly used for such things as running IRC based games, and performing routine channel maintenance operations, such as automatically giving certain users who are on the "ops list" the appropriate channel privileges.**

Netsplit **– Term used to describe the splitting off of a group of IRC servers from the rest of the network. When this happens, the users logged on via the split servers are isolated from the rest of the network**

Lag **– Term used to describe a noticable time delay between typing in your messages and receiving a reply, or having your messages detected by a bot running on a remote server.**

UNDERNET – HOME OF #ADB

Another conclusive reason for using the Undernet (for me anyway) is the presence of the channel #ADB – the IRC home-from-home of my all-time favourite Usenet newsgroup, alt.drunken.bastards

In case you're not already familiar with the group, it's where all the drunks on the Internet hang out, exchanging drinking stories and generally just behaving badly. #ADB is the Undernet equivalent of your local pub – just pop in when you've had a few bevvies and chat to the regulars. Occasionally an authentic abusive-drunk will try and cause a bit of trouble, but that's all part of the fun.

Another channel instigated by the worthy posters to a.d.b. is #CENTURYCLUB. This is the channel where the irregularly held Internet drinking competitions take place. For more details about when each is occurring, check the newsgroup.

UNDERNET SERVERS

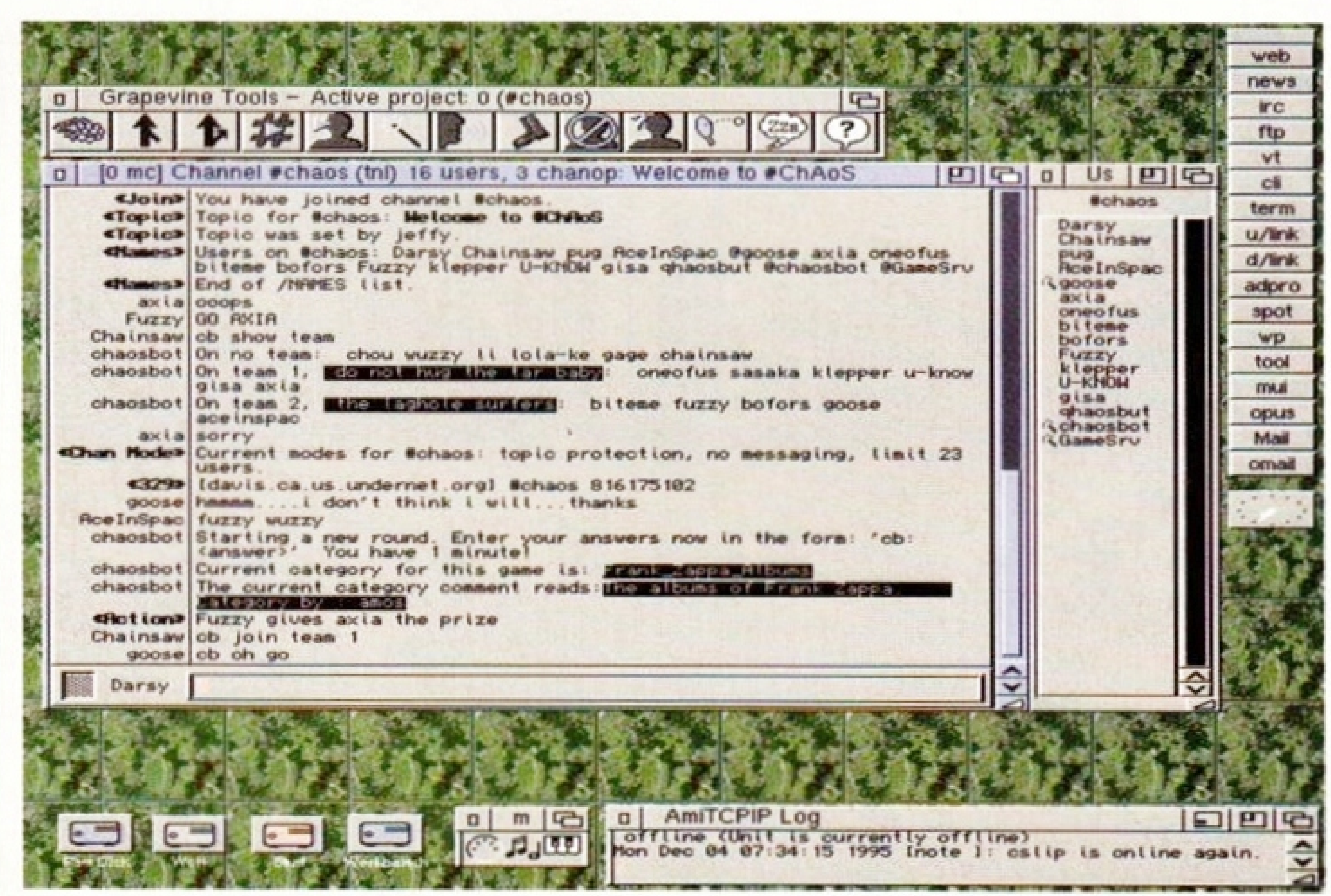
As mentioned, the servers on the Undernet are completely separate from those on the old IRC network. In general, the format of server addresses is:

eu.undernet.org – for European users
us.undernet.org – for US users etc.

In practice, when you connect to one of these addresses, you are dynamically allocated to one of the servers that makes up the whole eu or us undernet. You will soon see which server works best for your connection, and you can then start to specifically attach to that server.

Additionally, when playing real time games on the Undernet which require a quick response time, you may well find that using the same server as the channels Bot (even if it's in America) will work best. So for example, to make the most of Risky Business you would use the University of California at Davis' Undernet server at the following address:

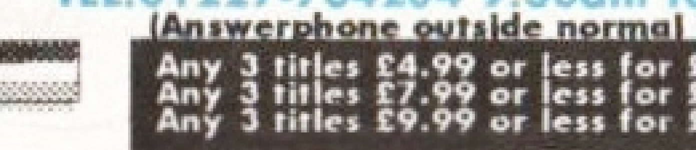
davis.ca.us.undernet.org



The name of the game is Chaos, and it'll take you about 30 seconds on the channel to figure out why

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Mailbag

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DISCS, NOT DISKS

With Technology advancing so fast wouldn't it be better to go with the times and perhaps if them bosses at Future Publishing would allow you, stick one of them Compact Disc things on the front. And then stick software on them shiny bits of silver coloured plastic. It would be a good idea, you must agree. And you could even stick all them wonderful gallery pics on there. If you need someone to put the CD together and are prepared to lend me a gig hard drive I would arrange your CD for you. And even stick some of my exclusive music from up 'n' coming "The Final Frontier" issues – Just a thought!

Russell Lewis
Luton

A very good suggestion, I wonder why we never thought of it... Actually it is something we have considered, but unlike other magazines, we don't want to just regurgitate a PD collection CD with a few files of our own. We at Amiga Format believe in providing the best quality magazines we can, and our attitude to CDs would be no different. Rest assured, an Amiga Format CD will see the light of day soon.

WORM WORRIES

STAR LETTER

It seems that Team 17 have not tested *Worms* CD32 on all CD ROM drives that are available for the Amiga A1200, tut-tut. However, I have the solution to peeps having trouble with Zappo or Overdrive CD ROMS.

First make a directory on your hard drive called WORMS. Then using DirOpus, or whatever, copy all the directories starting with TW#? and all the files in the main directory except the #?.AVI anim files into WORMS directory.

Now when you want to play *Worms*, make sure the CD is in the drive, and go into the WORMS directory on your hard drive and click on the WORMS icon to start the game from there, everything should work okay. (You may want to turn the WB palette to black, just depends)

The reason why *Worms* CD32 will not boot with either of these two drives, is because the current Overdrive software V11.2 and previous has trouble playing CD audio and accessing data from the CD at the same time. I also had this problem with *Shadow Fighter* CD32 until I copied the game files to my HD.

Robin White

Many thanks for the useful info

Worms was played with great gusta and more than a small amount of addiction in the AF office...



...until it had to be banned, not because I was no good at it, but because nobody seemed to be doing any work.

IN THE DARK

Having just read through the excellent January 96 (ish 80) *Amiga Format* I thought I had to write and complain about something that really gets on my wick.

What is that Alan? – I here you say. Well look at the letter from Robert Abraham on p107 of the mag. It has been printed in black writing over a dark picture. How in Gods name are we meant to read it. Poor Robert, just a new Amiga user and he can't even read the reply to his query.

I now have a thumping headache trying to read even the bits that can be seen.

Please inform your printer not to do this again. If they must use a dark background picture ask them to put the text in WHITE.

Alan Robertson

Oh really? We'd never thought of that. Actually, the problem was caused by er, irregular sunspot activity?...aliens? ...covert agents working for an unspecified competitor? No actually, I'll have to own up. It was Linda's fault. Well, to be more specific, she luckily discovered an incompatibility problem between the DTP software and the linotronic output machine which generates the film. The graphic should have been low contrast and quite bright, but apparently there is some bug

Continued overleaf ➡

The Gallery

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BIRDSEYE

By George Falloon, Devon

Birds eye view Fortress Assembled and rendered using Imagine 2 & 3. Finishing touches added using Photogenics.



in the software, which is very hard to spot on the film. I'm sure Linda is very sorry, and she promises to reprint them next month.

BACK WITH A WHIMPER

Hope you all had a good Christmas and a Happy New Year to you. I have just received from Silica their new *PC Update* catalogue The Amiga was relegated to the back page, as you had to ask for a seperate Amiga catalogue. Silica are definitely not doing themselves any favours, in the light of recent money troubles, by describing the Amiga A1200 as having '16-Bit Architecture' !!

Vark@Globalnet.co.uk

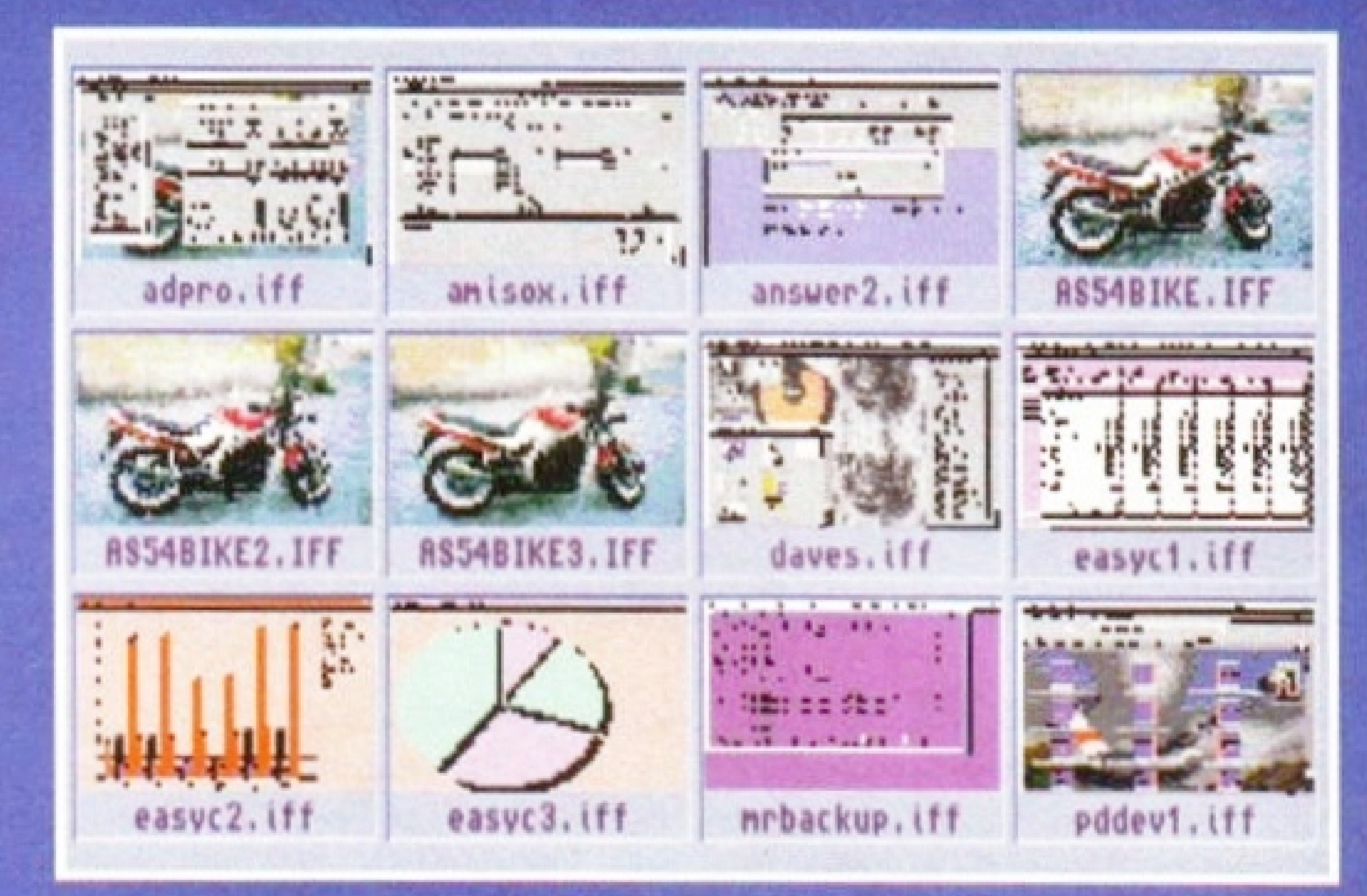
Well, I suppose everyone has to call the market the way they see it. In Silica's defence it would be pretty silly of them to be brought back from the brink and then put all their effort into one platform.

TIME WARP

Way back on coverdisk 55a you gave away a full prog called *Diskmaster II*. I kinda like this small Disk manager and was wondering if you knew of any updates to the prog and possibly where I could get hold of the latest version? I've checked out my coverdisk and AFAIK and there's no real documentation to be found...

Ray

As far as I know, there never was an update to Diskmaster II, but there are other programs of that ilk, such as InfoNexus, Directory Opus and Disk Magic available.



InfoNexus is a good example of a simple and effective file manager.

BELGIUM, MAN.

Recently I was thinking of buying a brand new Amiga. So I went to my local shop and asked the shopkeeper if they were still selling Amiga's. Well they didn't. "Amiga is finished", he said. "Now we are selling PC's". And believe it or not that's for all other shops too (Well, the ones I know, that's for sure).

So the question is – Where in Belgium can I find a new Amiga (4000) ? There must be somebody who still sells Amiga's. Please...? Then my second question – Have Amiga Tech. or Escom stopped the production of the Amiga 4000/030 /040 in a desktop version? If they haven't then how much do they cost? And if they have, Why? That's all. See ya.

Anon

The head of Amiga Technologies in Belgium is Dirk de Waegenerie, and he can be contacted at Vermeeschlam 29, B-25040 HOVE. He should be able to give you details on some retailers where you can buy an Amiga.

The A4000 tower system will be available hopefully before the end of the month, and you should check the local price with Amiga Technologies.

LITERALLY GREAT

Hi Guys, Right I'm going for one of those *Amiga Format* sweatshirts. I know that you were looking for people who had seen Amiga's in movies, but how about books? In one of the rather famous Shadowrun books (the newest I think), the hero is talking to some guy on a videophone. Suddenly the man he is talking to, changes into a dragon. Our hero is pretty sure that it's for real, but says something like: "It could just as well have been made by some superhot kid with a Cray-Amiga". How about that? A Cray-Amiga.

NET GONE NUTS

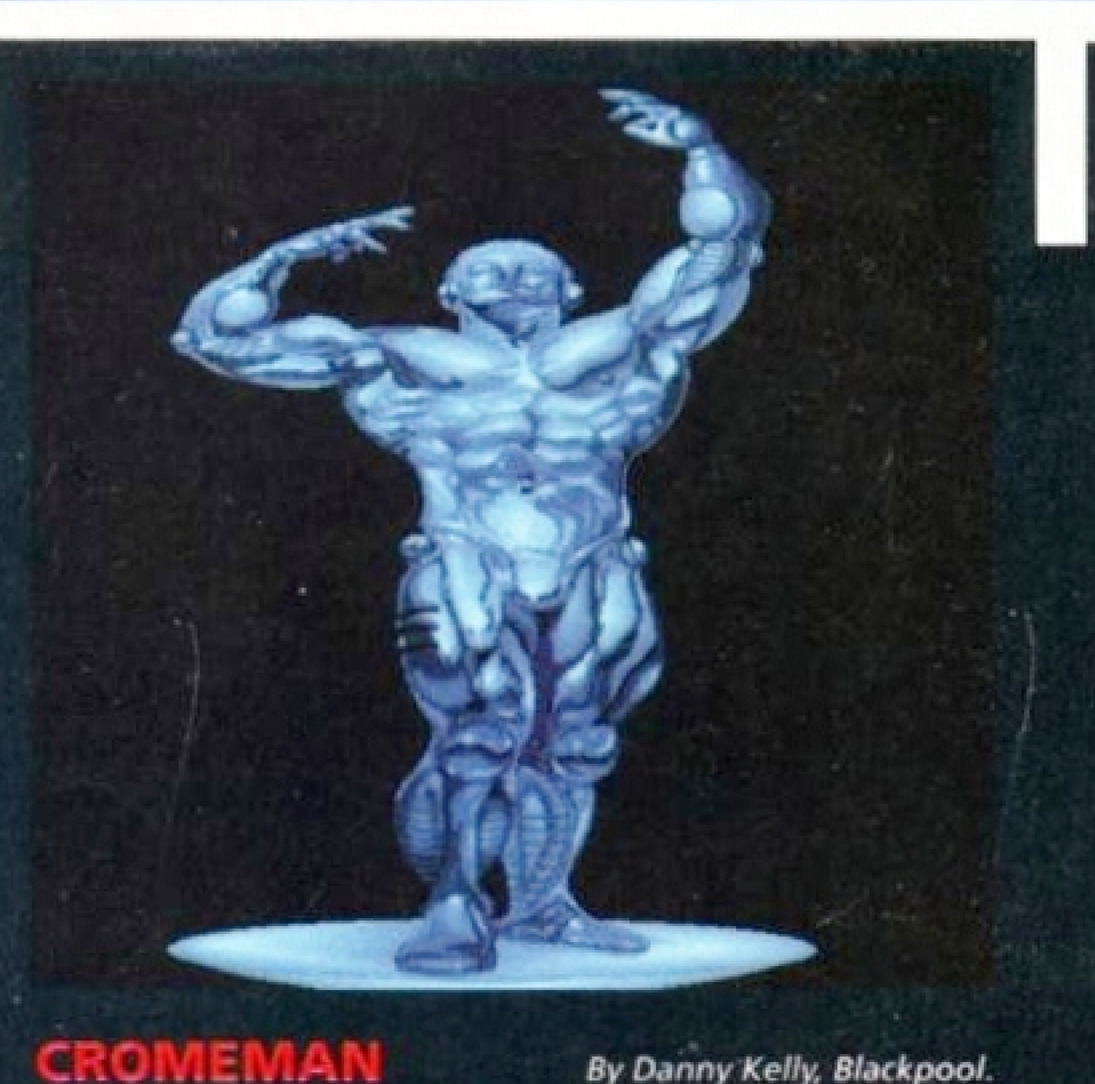
What on earth is going on with the Futurenet web pages? This previously excellent site has totally lost the plot! For the last 2 days I have been attempting to access this site which has, until now, been an excellent resource. Suddenly we are required to fill out a registration form, which in itself is no problem. But the whole process is bugged to hell! So far I have had to attempt to register under four separate names because each time I register, at some point, my Amiga crashes. If I attempt to register again using the previous name, the whole thing crashes before I get to the home page! Now I have just given up. I e-mailed the webmaster and received a totally useless reply, simply saying that the registration process worked fine as far as he was concerned. Bad news buddy, IT DOESN'T WORK! Please try and sort this problem out. I used to spend ages browsing your pages but now I seem locked out.

Dean Penn via email

The registration process is necessary for Futurenet, because in order to pay for it's upkeep and expansion, they need to sell advertising space on it. In order to do this more efficiently, they need to know who is accessing it, what equipment they use, where in the world they are and so on. So, registration is a small price to pay for getting all that information.

As to it not working, it does work on the Amiga, as we have obviously connected ourselves. Are you using an old beta version or an early version of Amosaic? It certainly works on ours.





CROMEMAN *By Danny Kelly, Blackpool.*
Danny didn't tell us how he created this pic, but we liked it enough to include it anyway.



PIZZA *By Nicolas Chevin, Cumbria.*
Drawn, assembled, and finished using Deluxe Paint IV



GOJAN *By Peter Hager, Sweden*
More Deluxe Paint IV antics using smear and shade resulted in this cracking picture.

The hero is called Dirk Montgomery, and I think the author was some guy called Charette. I'm afraid the author is dead now, but it is pretty clear what he had in mind. A fast computer with some great graphics. Cray-Amiga, indeed.

Allan Lund Jensen
Denmark

Well, we don't get very many letters spotting Amiga references in books. Well done! I'm almost tempted to send you an AF sweatshirt.

LETTER FROM AMERICA

I'm writing not to ask any questions of your sage-like oracles, but to praise you for a fine magazine. Over here in the USA, Amiga magazines are sparse to say the least – and that's if you can even find them. It is such an uplift to get a magazine with over 100 pages devoted only to the Amiga. I know that without your magazine, more than a few of us would have given up on our beloved machines.

Our Amiga mags have kept us Yanks alive through the dark times of the recent past. If the Amiga is going to make a comeback, it will be accomplished by our good cousins in England who have enough sense to know a great machine when they see one and not fall victim to the marketing prowess of Microsoft (hisss).

Thanks for being the torch bearer for the Amiga and holding it high enough fo the world to see, and hopefully follow.

Fletcher Haug
USA

Many thanks for your kind comments and I hope that in the future a new generation of Amiga's become just as popular in your country, as the Amiga is in Europe today.

THOR LOSER

With pleasure I read your Christmas Edition and was pleased to find a feature about *Fidonet*. Great work Darren Irvine. I've been a *Fidonet* point for almost a year, and every day take time to read my messages on it.

Also I like the Amiganet features screening the possibilities on your Amiga. But I have one criticism – when highlighting a new *Mime mail* program you seem to forget that there is a better one without MUI, namely: *THOR*! You mentioned it a while ago as exciting. But now up to v2.20 I haven't read an article about it. Why don't you suggest this little program for the use of E-mail and news. It's very easy to set up.

Ralf Bosz via email

Well I'm sure as soon as Darren sobers up from his visits to a.d.b. (see this month's Amiganet) he'll take a look.

BEING SOCIABLE

I am hoping to start a new Amiga disk-mag dedicated to the Social Sciences. Whilst this may sound boring I am hoping it will be of use to students of Sociology & Psychology at all levels as well as being of interest to anyone who would like to know more about either of these subjects. Anyone wishing to contribute to this disk-mag with articles, questions, comments etc can e-mail me at: Brendan@brenw.demon.co.uk or write to:
Brendan Woodhouse, 26 Berkshire Road, Bishopston, Bristol BS7 8EX

That sounds like a worthwhile idea, and I'm sure the Amiga Format faithful will give you loads of ideas and encouragement.

SMALL WORLD, SMALL MIND.

How could you be so small minded? I know everyone has views but to totally slag off someone's letter especially (sic) a Ufologist is stupid! It's not up to you to say or implie (sic) that UFO's don't exist! and you have no right what so ever (sic) to say that Ufologists are qwacks! Please upgrade to a better frame of mind!

Eddster via email.

I never said UFOs didn't exist, and I never told people what to believe, but I'm certainly not going to be told what to believe by you or anyone else either. Neither is it stupid to ridicule someones argument when it runs along the lines of "nobody has proved it to be false, so it must be true". Without wishing to slur or ridicule the people who do spend an awful lot of time researching these things objectively, there are an awful lot of fanatics who put everything unexplained down to aliens, in the same way that everything different was put down to sorcery in the middle ages.

You believe what you want to but don't get upset if someone else wants to believe something different.


Alien scout ship or lampshade?



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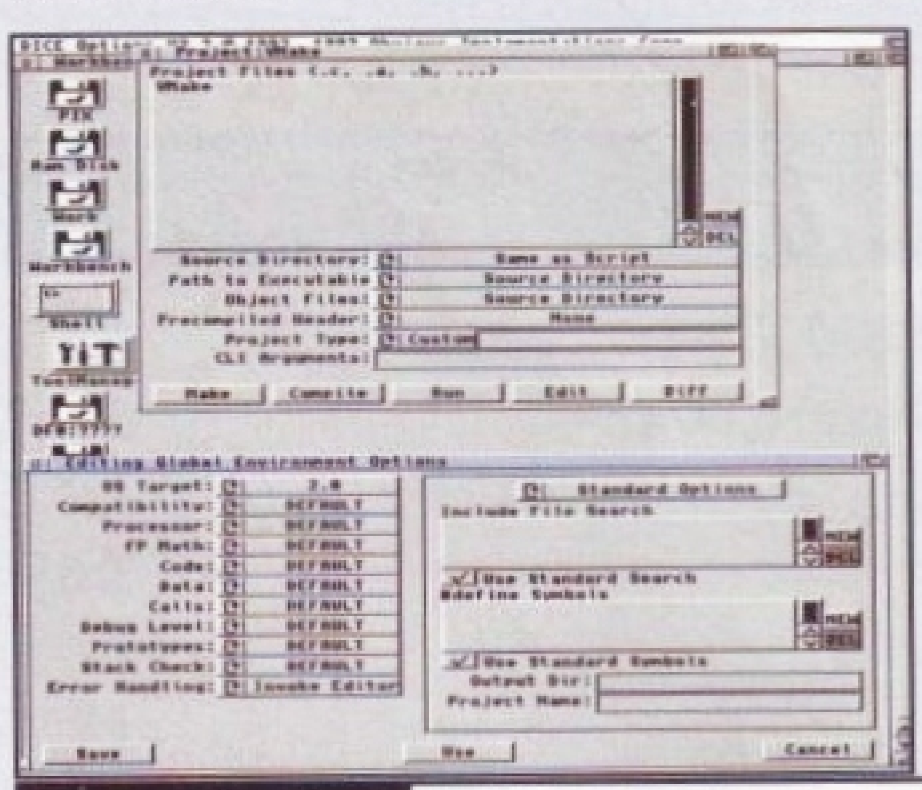
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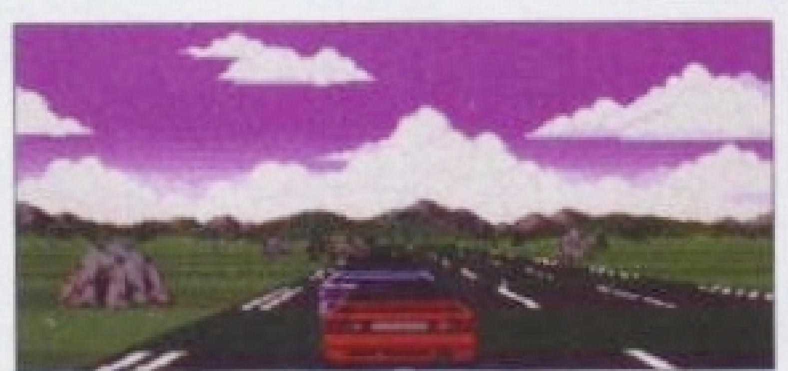


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The Serial Killers



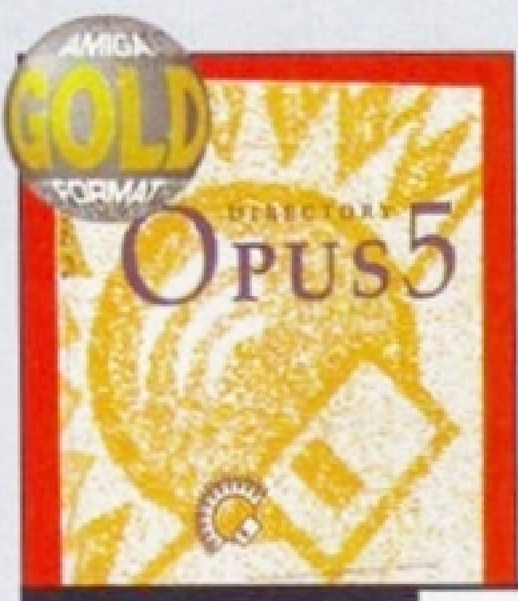


Nothing can beat the thrill of playing the best Amiga games head-to-head with another human player using a serial link cable. And *Amiga Format* can bring you that experience with this specially selected pack of three of the best-ever serial link games – all for under £30.

The *Serial Killers* kit includes WW1 flight sim Knights Of The Sky, driving games Stunt Car Racer and Lotus 2 plus a three-metre serial link cable – everything you need to get hooked up and running.

Description	The Serial Killers		
Order code	AMFSK	AF Price	£29.99

Directory Opus 5



Save £10 off the recommended retail price of one of the most useful and time-saving utilities for your Amiga. *Directory Opus 5* (*AF72*, 95%) more or less replaces your Workbench and makes many of those file management tasks much easier. An essential utility for the well-organised Amiga.

Description	Directory Opus 5		
Order code	AFOPU	AF Price	£49.95

Get the most out of your Amiga 4th edition



New, for beginners and experts alike, this book will make sure that you literally "get the most" out of your Amiga, whatever you want to do with it. Section A gives you the low-down on how your Amiga works and section B helps you to explore in-depth the myriad of possible uses for your Amiga. The book contains a full glossary to ensure that you are familiar with all the technical terms and it comes with a free disk with carefully selected PD and shareware programs to make your Amiga faster and easier to use.

NEW!

Description	Get the most out of your Amiga		
Order code	FLB522X	AF Price	£9.99

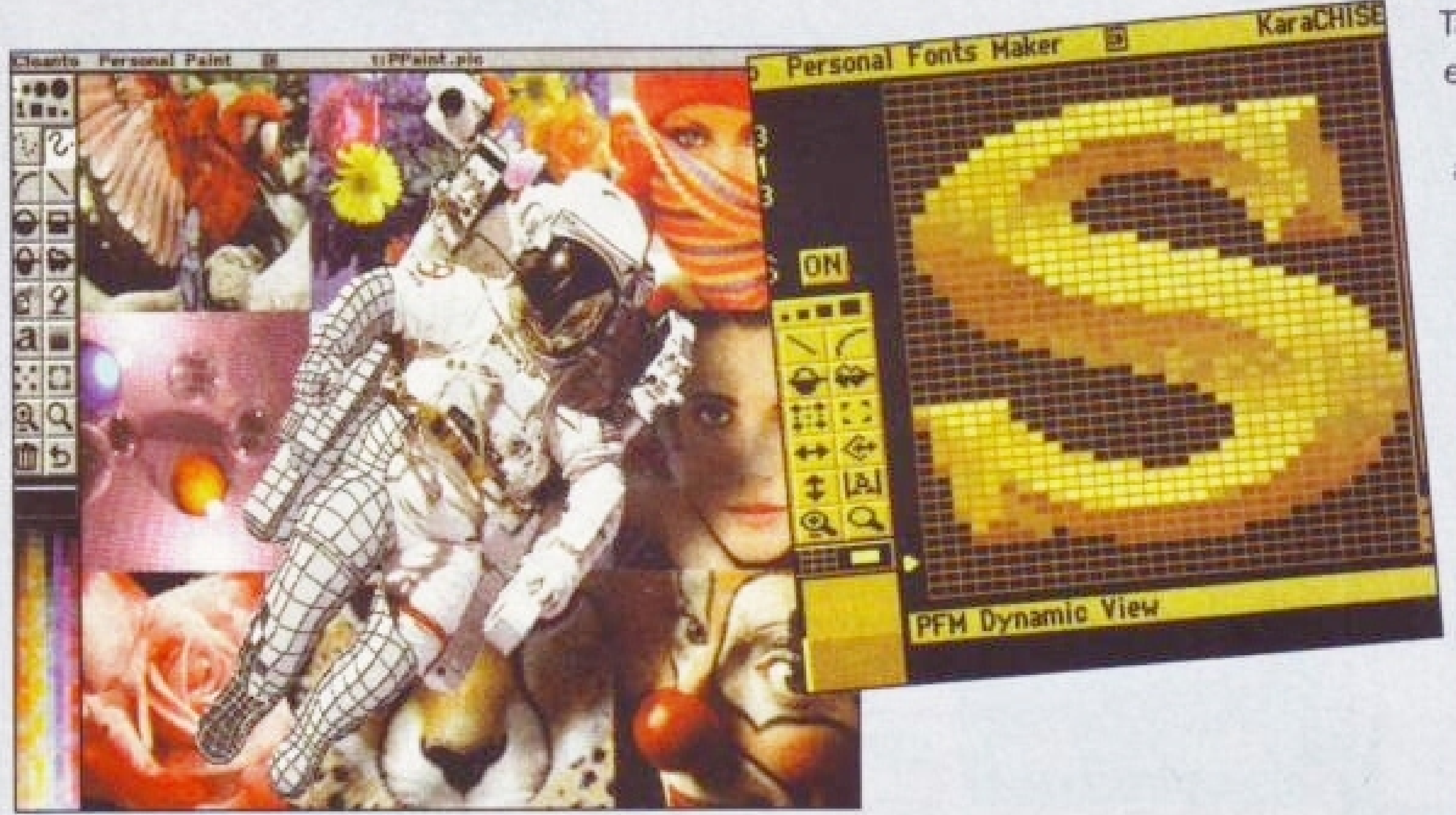
Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

Personal Paint 6.3 and Personal Fonts Maker 2



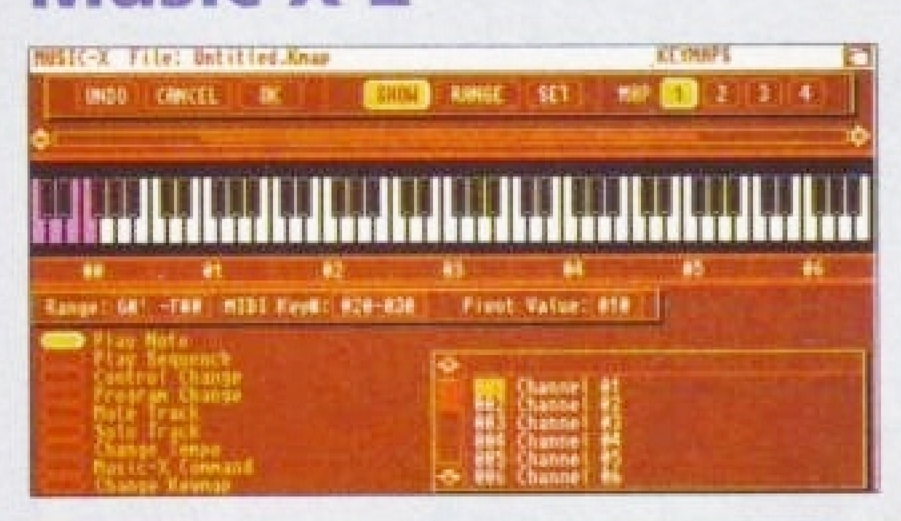
Take advantage of our very special *AF* mail order offer and get the truly excellent *Personal Paint*, plus the bitmap font editor, *Personal Fonts Maker*.

Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.

Personal Fonts Maker offers support for standard mono and colour fonts, as well as outline fonts and AGA screen-modes. The program uses the same graphics engine as *Personal Paint* and enables you to create bitmapped fonts of your own, which you can colour and use for posters, business stationery, album covers and so on. *PFM* is easy to use, has lots of features and gives results that are really impressive. Now you can get both these great programs for a bargain price of £49.95.

Description	PPaint 6.3 & PFonts Maker 2		
Order code	AFPP	AF Price	£49.95

Music-X 2

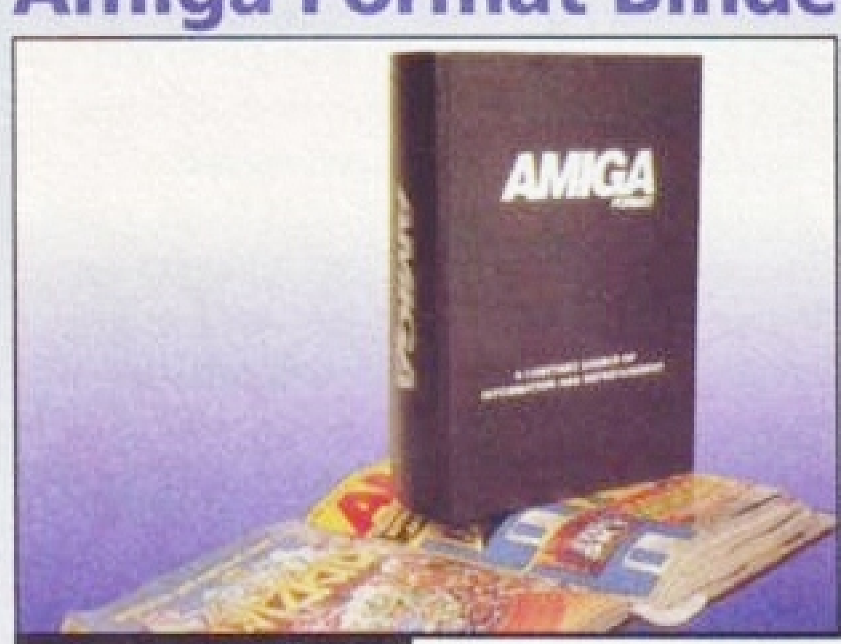


This sequencer package, (85%, *AF60*), is one of the most ground-breaking releases since the original *Music-X* made such a huge impact back in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE	
Order code	AMFMX2	AF Price	£49.99

Amiga Format Binder



If your magazines live in large piles on the floor and you can never find the one you want, then keep your *Amiga Format* collection neat and tidy with these practical, yet stylish black-and-silver *AF* binders. Why not buy two and save on the deal?

Description	Binders		
One binder	AF108	AF Price	£5.99
Two binders	AF109	AF Price	£9.99

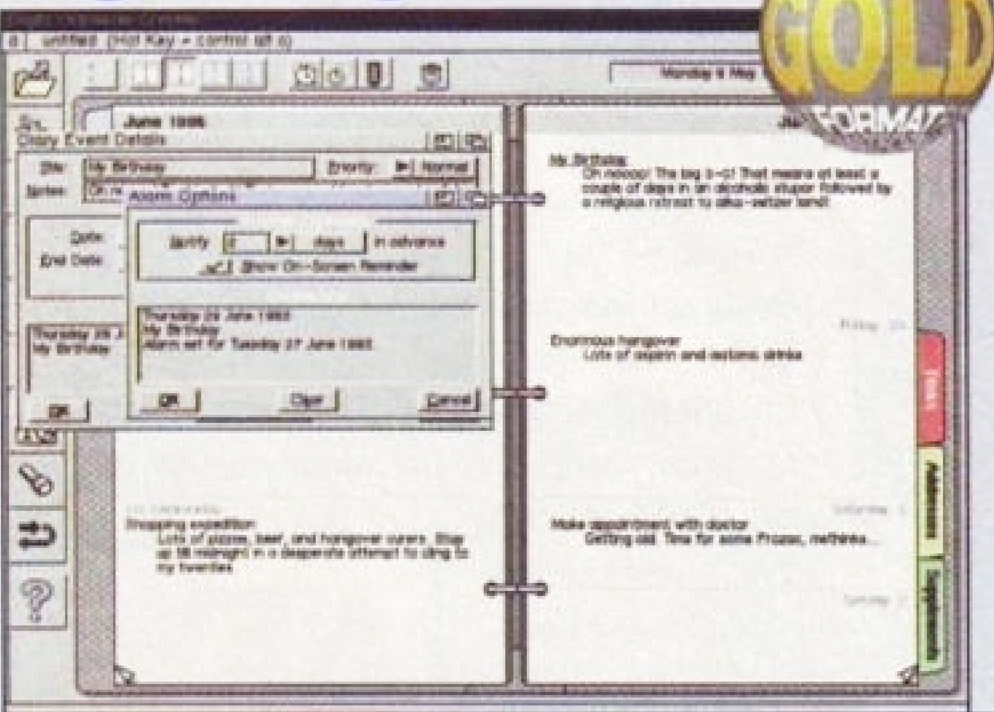
Mouse 'n' Mat



At last! A quality replacement mouse at a bargain price, complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga- (and Atari ST-) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat		
Order code	AFMM	AF Price	£12.99

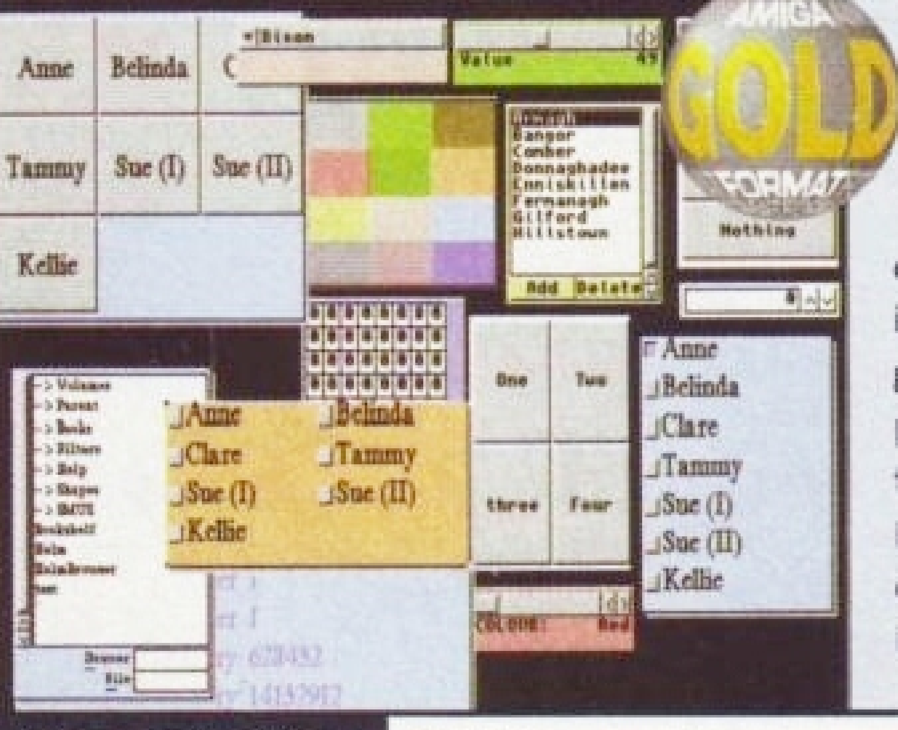
Digita Organiser



Another *Amiga Format* Gold, after using *Digita Organiser* you'll wonder how you ever kept your appointments in order. Easy to use, but packed with features, this is truly the King of electronic Filofaxes. Truly indispensable for all scatter-brains.

Description	Digita Organiser v.1		
Order code	AFDO	AF Price	£34.99

Helm



A true multimedia authoring system, *Helm* earned 91% in *AF53*. Create image editors, databases, information managers, or educational courseware. *Helm* is an authoring system *and* a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

Description	Helm		
Order code	AMF503	AF Price	£99.95

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing *Format* Gold award in *AF66*. And now *Aladdin* can be yours for £10 off the RRP. *AF* games editor Stephen Bradley was so enchanted by *Aladdin*'s spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere".

● **A1200 only**

Description	Aladdin		
Black code	AFAL	AF Price	£16.99

Communicator III



If you have a CD^{32} and an Amiga with *Communicator*, you can use your CD^{32} as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
Order code	AMF505	AF Price	£69.99

Gloom



Top of the A1200 chart for a long time and given a well-deserved *Format* Gold, *Gloom* is an excellent, atmospheric and darned frightening shoot-'em-up. There's levels, maps, mazes and secret rooms aplenty, and to spice things up you get to blast your way through ghoulies, devils, general nasties, weapons, blood and gore. This is the Doom-clone the Amiga has been waiting for. You don't want to miss this one. Get it today!

NEW!

Description	Gloom		
Order code	GH/GM	AF Price	£15.99

Fears

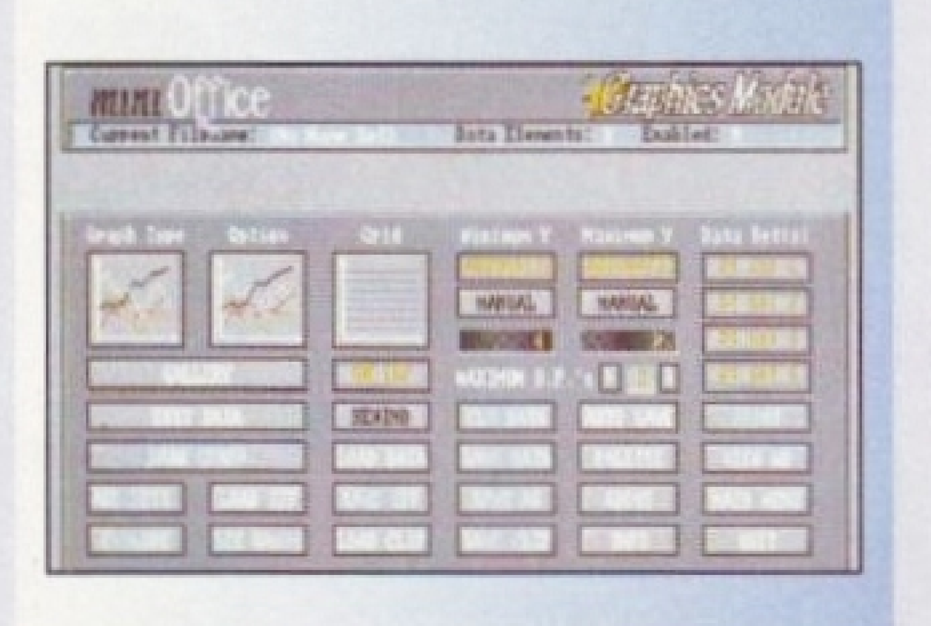


"*Fears* should be a compulsory purchase on every gamer's list," said our reviewer in *AF76*. In a head-to-head fight between *Gloom* and *Fears* they would either kill each other, or would have to settle for an honourable draw. Both these games push the standard A1200 to its limits. *Fears* manages real-time, full-screen texture mapping, optional dithering of the textures, re-sizing of the windows, use of the CD^{32} controller, and that all-important link option.

NEW!

Description	Fears		
Order code	GH/FRS	AF Price	£15.99

Mini Office

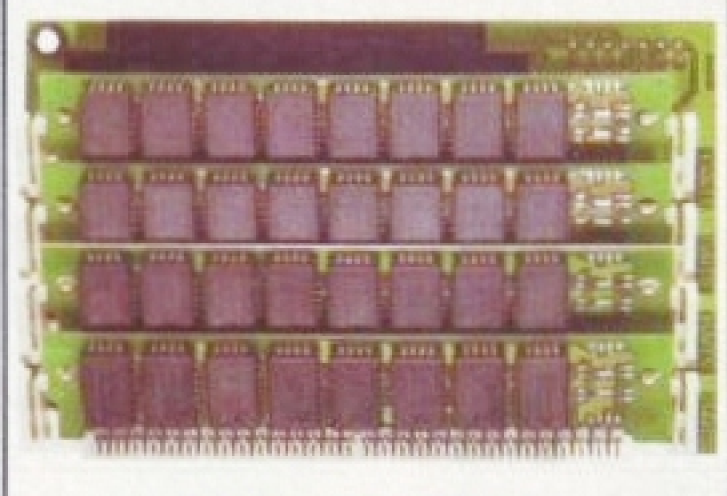


A collection of database, spreadsheet, graphics and word processor programs from Europress that you shouldn't be without.
It can be especially useful if you are planning on setting up, or already have a small business.

NEW!

Description	Mini Office		
Order code	CB95	AF Price	£24.99

A500+ and A600 1Mb RAM Upgrades



A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so why not take the opportunity to upgrade at this low price. These boards for the A500+ and A600 plug into the Amiga's trapdoor connector. Built to the highest standards, they are fully guaranteed for a year.

Description	A600/A500+ 1Mb RAM Upgrades		
A600 code	AF6H1M	AF Price	£29.99
A500+ code	AF5P1M	AF Price	£29.99

Magnum

This A1200 expansion card allows you to upgrade your machine to meet the pressing demands of modern software. The bare board will accept standard 72-pin SIMMs (up to 8Mb), which will double the general speed of your Amiga and can also accept a PLCC FPU unit, to speed up maths operations. The unit has been designed to accept 4Mb of memory and still allows PCMCIA devices to be attached to your machine. Battery-backed clock included.

PLUS: FREE COPY OF OPUS 4.12 WORTH £50

NEW!

Description	Magnum RAM 8		
AFS/MR	0MB RAM	AF Price	£55.99
AFS/MR	2MB RAM	AF Price	£115
AFS/MR	4MB RAM	AF Price	£169

Super Skidmarks 2

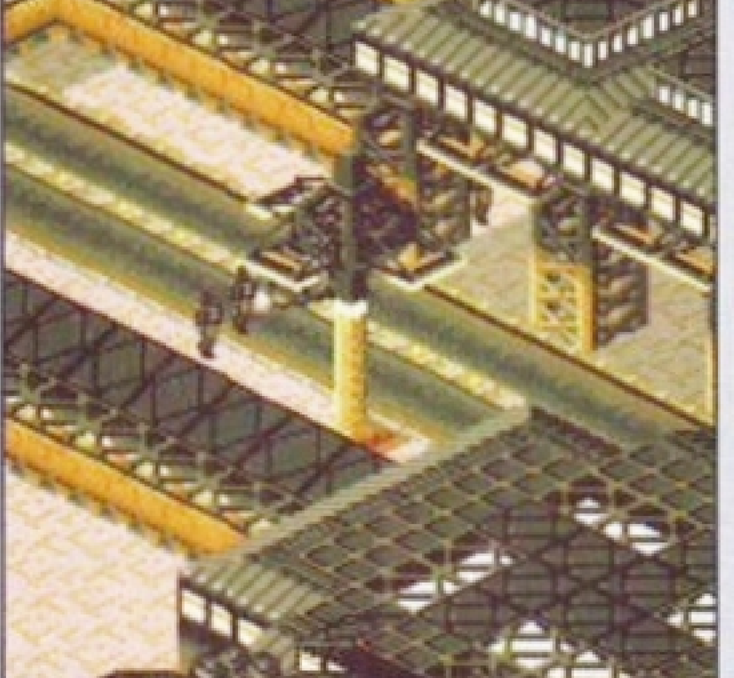


An *Amiga Format* Gold with 92% in issue 71, *Super Skidmarks 2* was described as "the best driving game in its class ever seen on the Amiga". This is a racing game that's all about control, skill, timing, confidence, aggression, instinct and ability. Add it to your collection now!

NEW!

Description	Super Skidmarks 2		
Order code	AF/SS	AF Price	£15.99

Syndicate American Revolt Missions



If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions.

You can't buy this exclusive disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions* Disk.

Description	Syndicate Missions Disk		
Order code	AMFDSD	AF Price	£12.99

EPIC MARKETING AMIGA SOFTWARE

Basically this is a 3 disk compilation of tools which should really have been on Workbench. eg: Virus Killer, Fast text editor and displayer. Menu system, File manager, A few Workbench games and more. Only £7.00
☐SCF7-3. STUFF COMMODORE FORGOT

Text Engine is the easiest to use Wordprocessor package available on the Amiga. It even includes a competent Spell check feature. Suitable for all Amiga's. Only £3.00
☐TXE3-1. TEXT ENGINE

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Create your own fascinating 3D magic eye images with ease. This package includes The Random Dot Stereogram generator and a number of ready to use images. Only £3.00
☐RDS3-1. MAGIC EYE KIT


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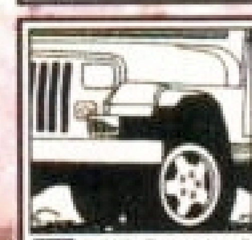
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☐IFC7-3. LITTLE OFFICE

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☐AHD7-2. A1200 HARD DISK INSTALLER


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If you've just purchased your Amiga you may be a bit boggled how you use it properly, Well this five disk set take you through the CLI/Shell, Workbench step by step showing you every thing you need to know. Only £9.00
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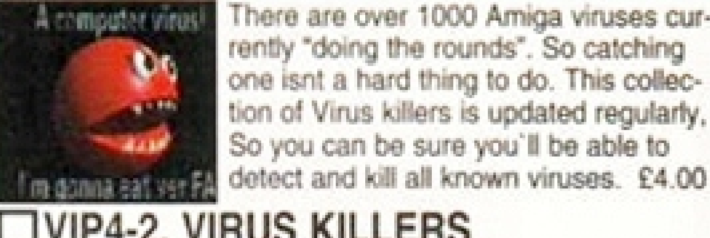
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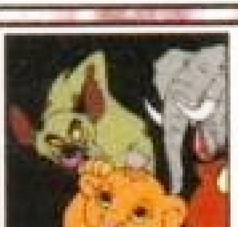
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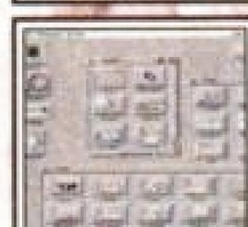
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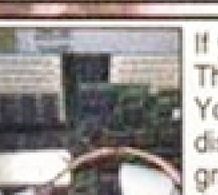
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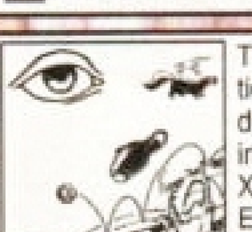

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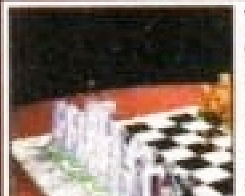

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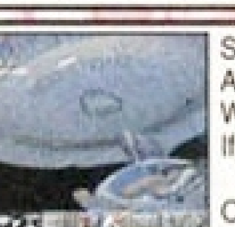
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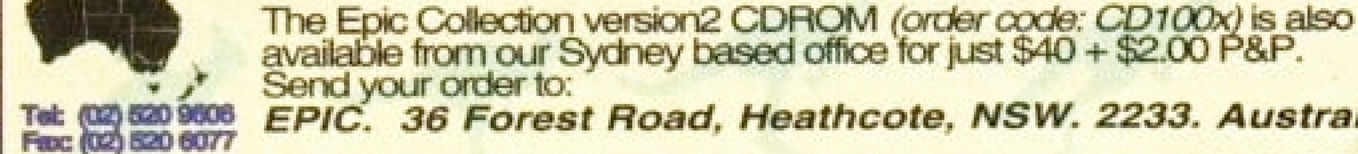
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AMIGA FORMAT book OFFERS



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Section B helps you to explore in-depth the myriad of possible uses for your Amiga: DTP, Comms, programming, Amiga games, music, graphics and multimedia. Again, there's a full glossary at the end of the section to ensure that you are familiar with all the technical terms.

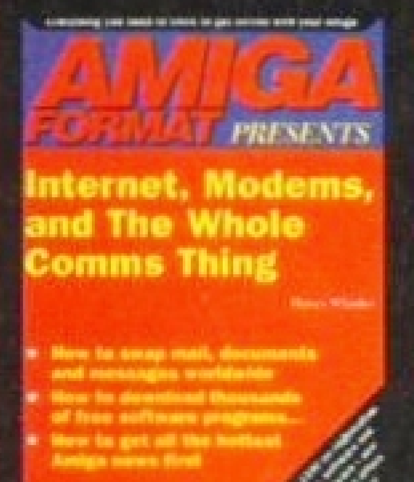
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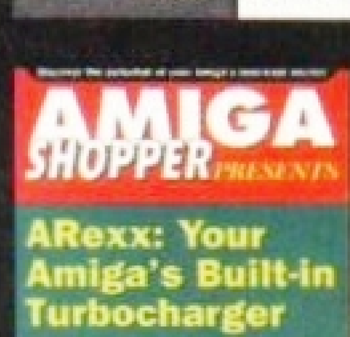
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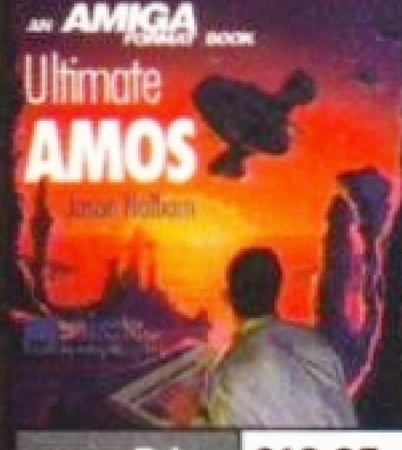
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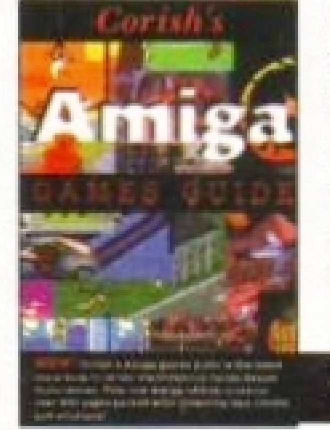
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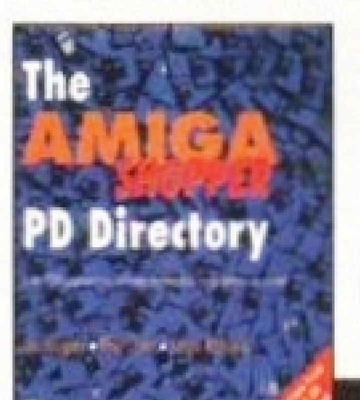
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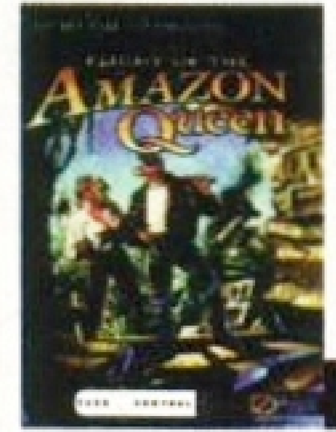
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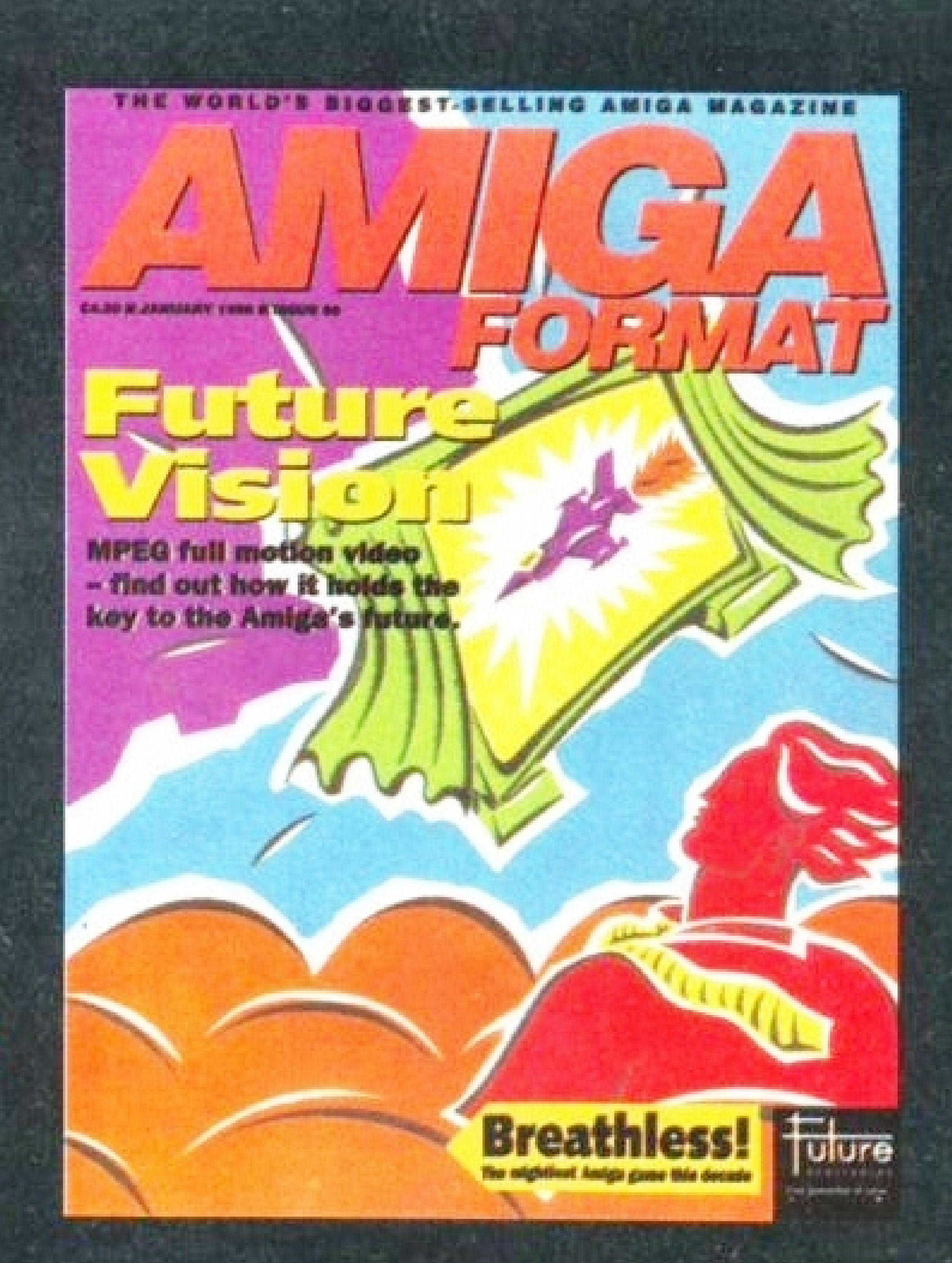
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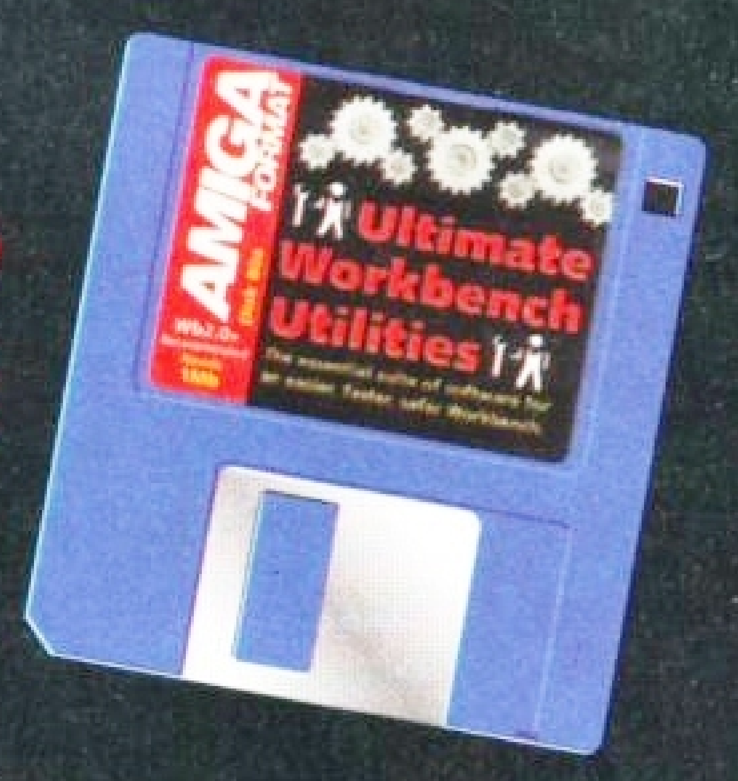
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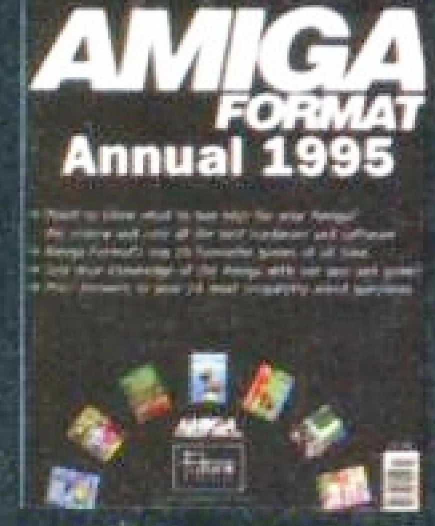
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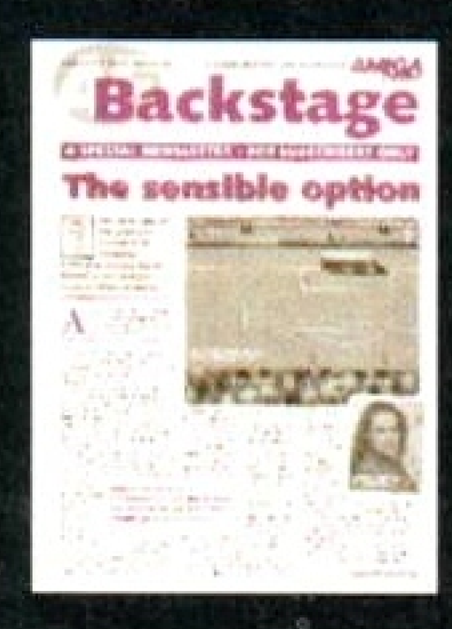
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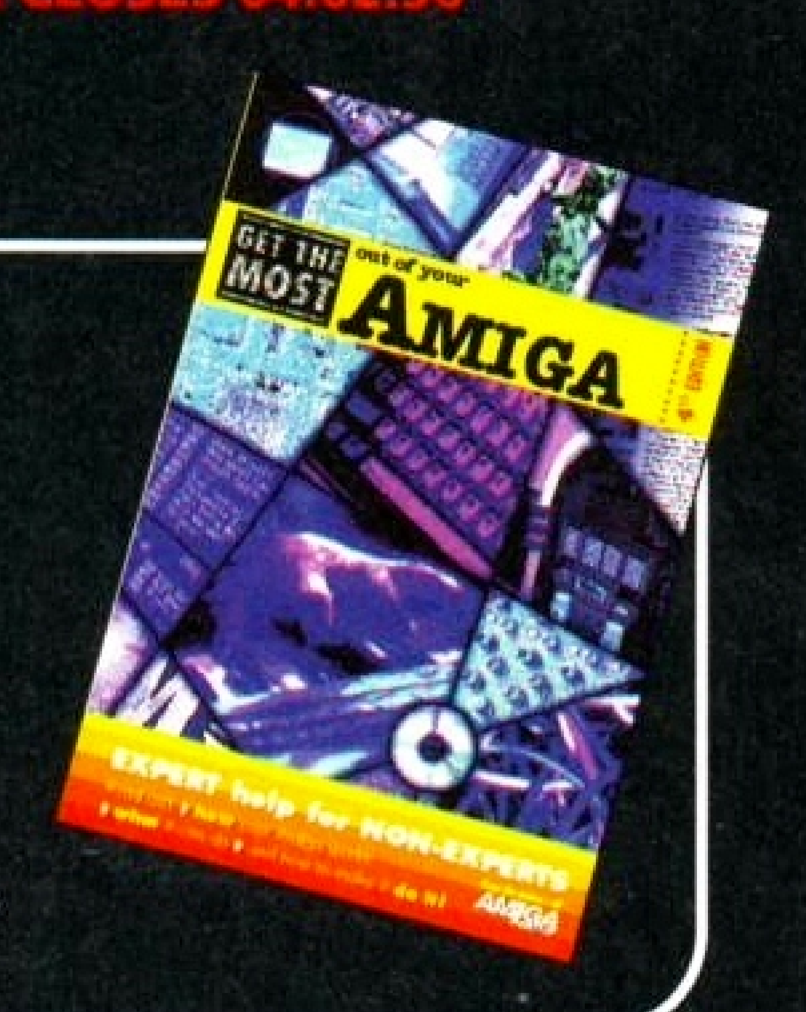
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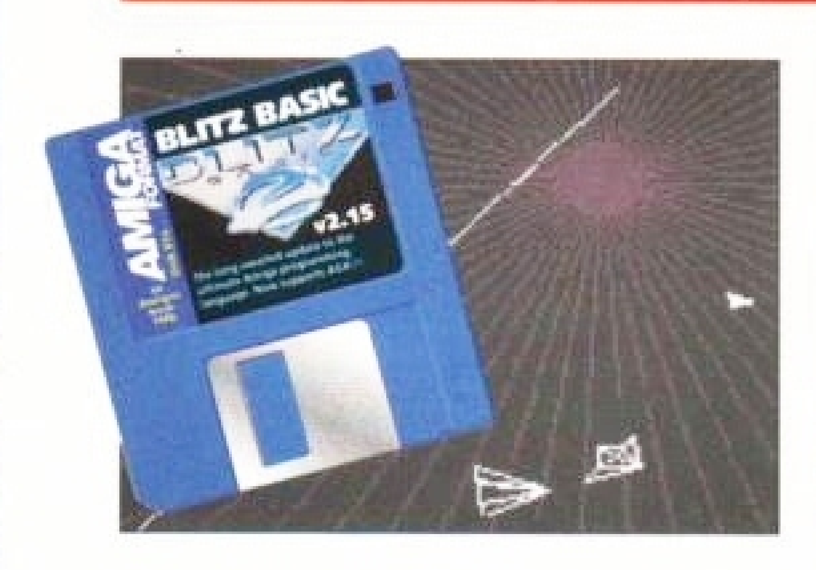
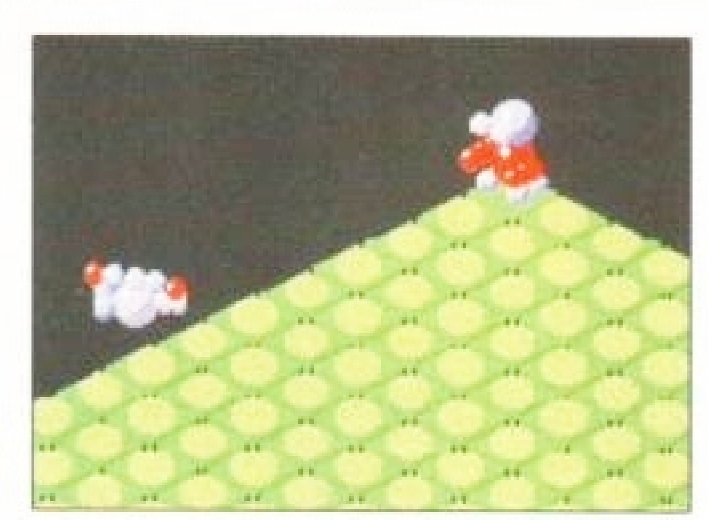
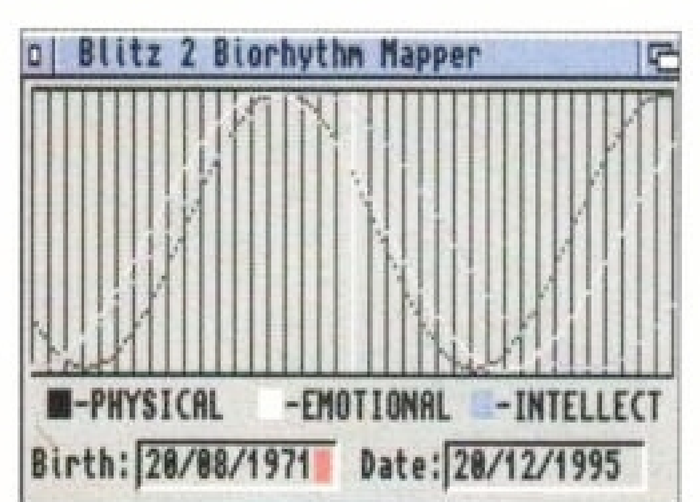
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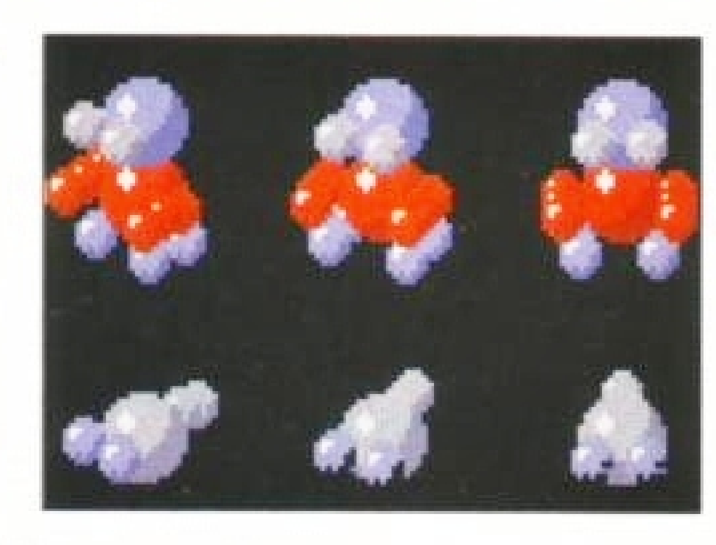
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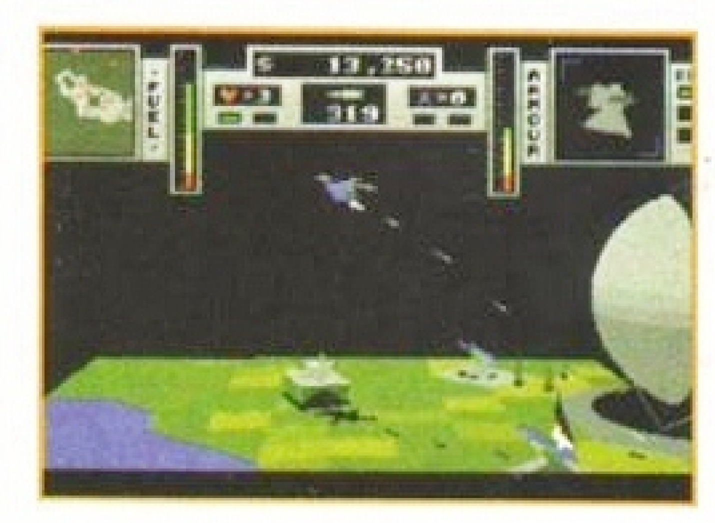
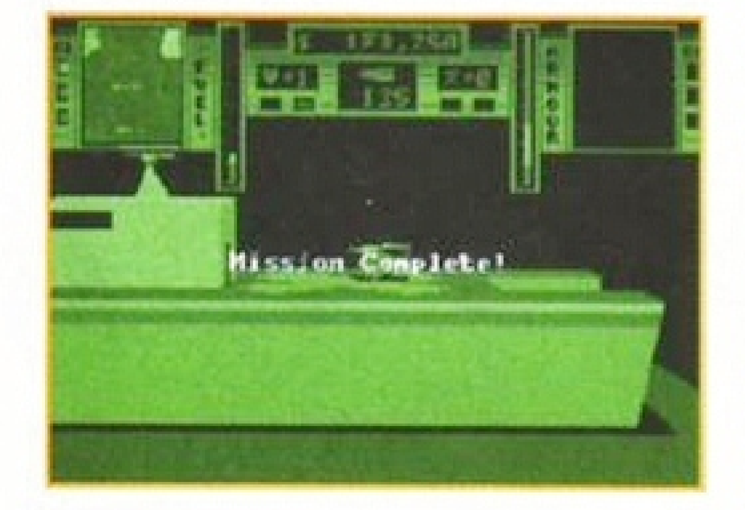


AMIGA FORMAT COVERDISKS



Prepare to be stunned by our fully usable version of *Blitz Basic 2* as well as three brilliant Workbench utilities.



The secret of mastering the blue attack chopper lies in the control system. Use this coverdisk to learn use of the mouse.

Zeewolf 2





"An event waiting to happen." Grab a piece of the action now.

Binary Asylum in their altruistic wisdom have designed this demo mission to let you gain an insight into all that's on offer with the *Zeewolf* sequel:

New buildings, new vehicles, new terrain, new display, new concepts, new everything.

The mission objectives are straightforward; Rescue a load of captured scientists and carry them to the safety of your waiting ship then destroy the defenses of a reactor site. If need be, you can use the remote link helicopter to pick up all of the hostages at once.

There is also a landing craft carrying a Buffalo tank to be escorted towards the reactors defenses. Once landed, the Buffalo helps take out the enemy.

This demo disk should provide you with a taste of the new vehicles and some of the new features of the game. You can pit yourself against vehicles ranging from WASP attack helicopters to shark attack boats. You even get the chance to blow up an Ecliptico (the enemy) Frigate. But beware, it's guarded by a couple of VTOL aircraft that fire homing missiles.

So that's it. Enjoy the mission and the tasks involved to complete it. Any comments, send them to the normal address.



Zeewolf 2. A 3D game. But how do you explain the perspective.

SETTING YOUR OBJECTIVES

If, in the unlikely event, you find the mission too easy, set your own objectives to add a little spice to the proceedings.

Little internal goals like completing the mission using only cannons or missiles – that kind of thing.

Don't forget to fly around in the remote link vehicle, and don't be scared to get it shot up either. It's life doesn't matter much anyway.

Explore, enjoy, and tweak your flying skills in the process.

Steve McGill, reckons you won't be doing yourself any favours by sticking to the joystick system of *Zeewolf 2*. Use this coverdisk demo to overcome your fear of flying. Branch out and learn to use the mouse. See if you agree that it's one of the most intuitive around.

TAPPING THE FLIGHT ENVELOPE

There are two control options for budding Zeewolf pilots – joystick and mouse.

Joystick is the easiest control method for neophyte pilots, so we'll start with that first.

Push the joystick in any direction and you'll see that the nose of the *Zeewolf* drops and the *Zeewolf* then moves in that direction. Ease off the stick. The *Zeewolf* levels out but continues moving in the original direction. The fire button lets loose with the current weapon. Experiment, enjoy, save some people and then go out and kill everything that moves.

The more useful and intuitive control system is achieved through use of the mouse. The nose of the *Zeewolf* drops in whatever direction you move the mouse but doesn't correct itself, you have to do that yourself. The left button fires and the right button gives more throttle.

Take time to learn this method. It pays dividends and becomes more intuitive the more you use it. Having control over the throttle means that you can escape quickly from dangerous situations.

If you are using the mouse control when landing then switch control to joystick using the CTRL key just as the *Zeewolf* is about to touch down. This ensures a soft landing.

RAISING THE COLLECTIVE KEYBOARD CONTROLS

RETURN:	Toggles between tactical screen and main viewing area.	F10:	Aborts Mission
SPACEBAR:	Swaps between weapons displayed in top middle of screen.	H:	Picks up payload. Only works with the remote link chopper.
G:	Lowers and raises the landing gear of the Zeewolf.	Cursor Keys	Cycles through mission directives on tactics screen. When refuelling. Adds to weapon payload.
P:	Pauses the game and lets you have a breather.	CTRL:	Toggles between Joystick and Mouse.
ESC:	Aborts Mission		

Scanner

Fuel Indicator

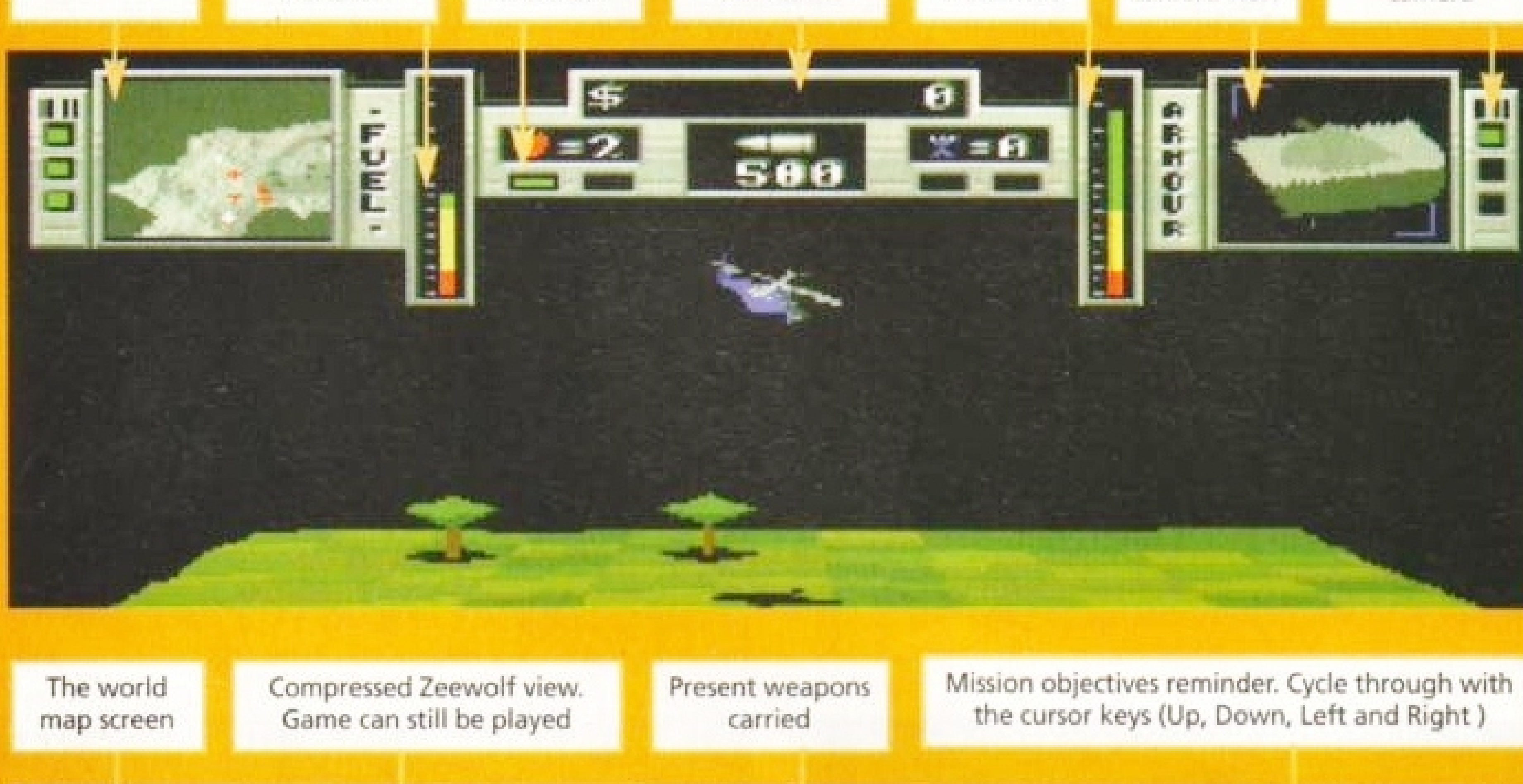
Height Indicator

Money earned on mission

Shield Indicatore

On board camera view

If green you're on target with camera



The world map screen

Compressed Zeewolf view. Game can still be played

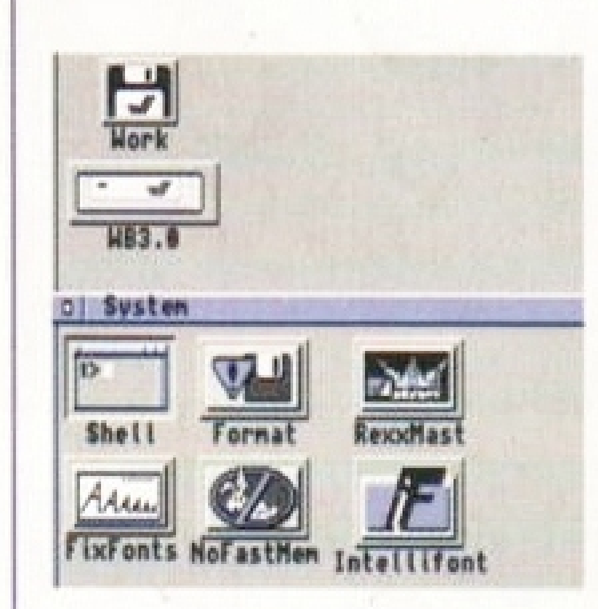
Present weapons carried

Mission objectives reminder. Cycle through with the cursor keys (Up, Down, Left and Right)

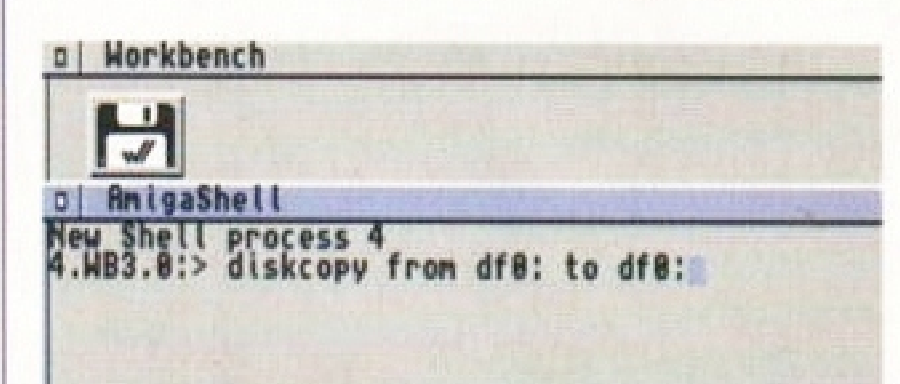


BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

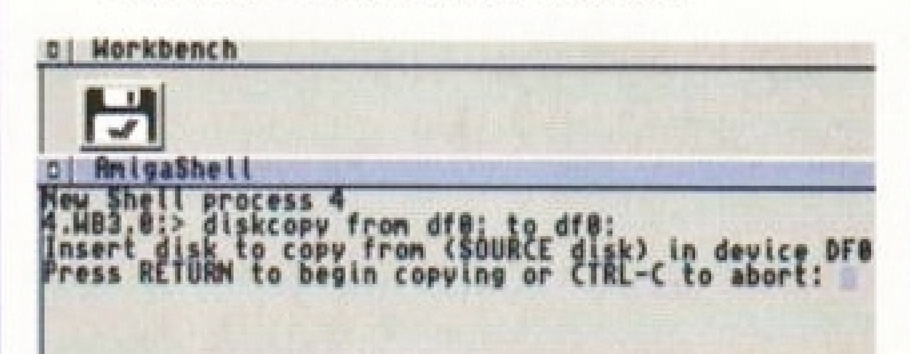


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

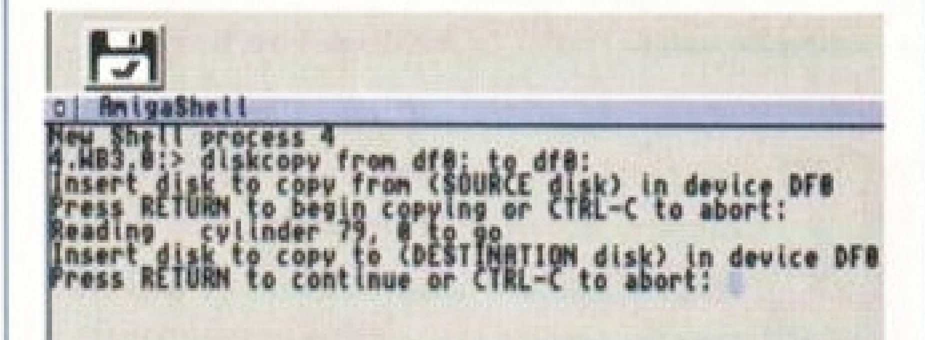


2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

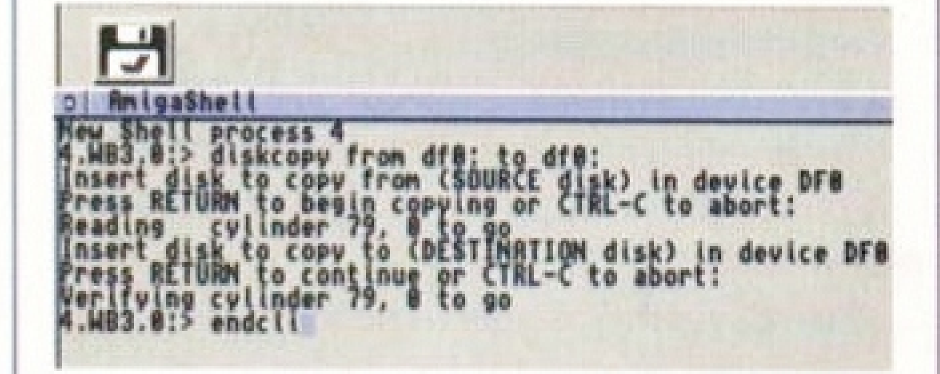
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

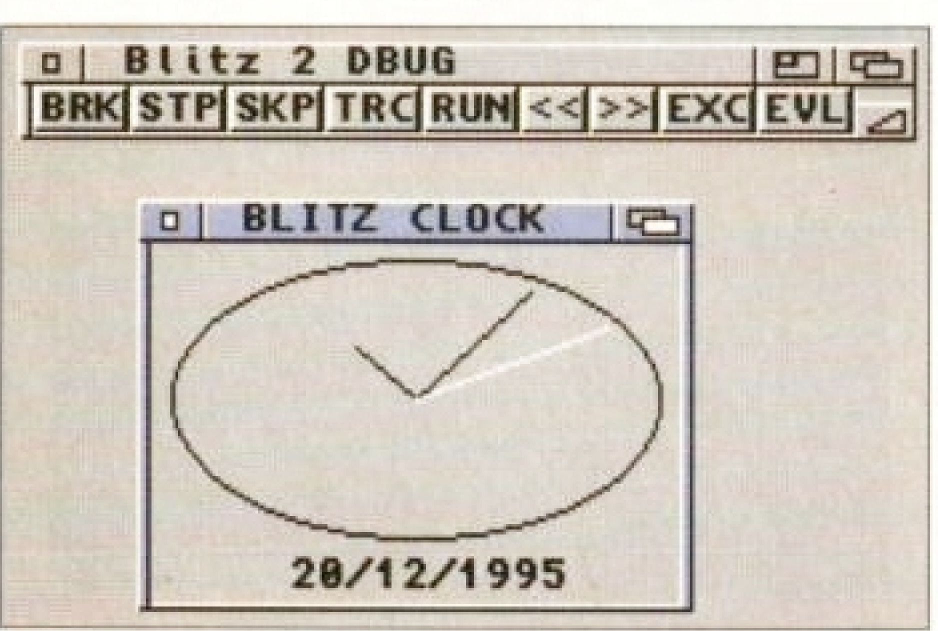
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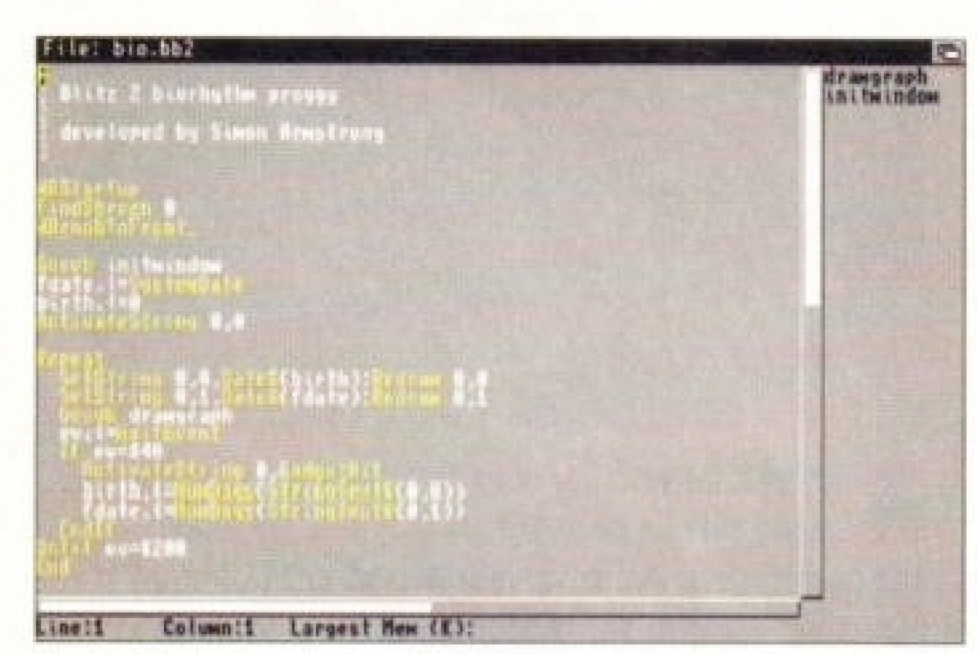


Blitz

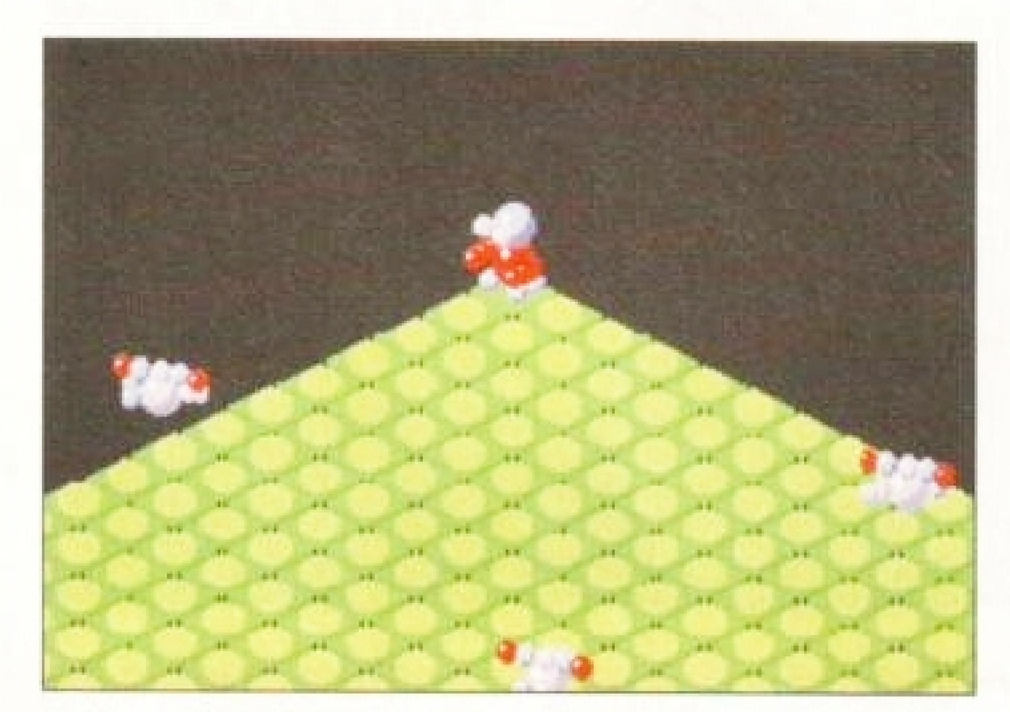
A fully usable version of *Blitz Basic 2* graces this month's disk, allowing you to write,compile and run your own programs. There's also three unmissable utilities. David Taylor unveils the contents.



In addition to the *Blitz* program, there are masses of working example listings to compile, like this clock.



The *Blitz Basic* editor looks like any text editor, but has compile menu items to be found on the right.



Animated sprites are possible and covered by an example taken from an old AF tutorial!

Elsewhere in this issue, John Kennedy begins his introduction to the individual commands which will allow you to create your own programs. We'll be concentrating here on the contents of the disks, where you can find everything and what they're for.

This version of *Blitz* will work on any 1 Meg Amiga and will allow you to create ,compile and run any program you can write. All the functions are available to you except for one – that is the ability to compile a stand alone program. All of your programmes need to be run through the *Blitz Editor.*

The Coverdisk needs to decompress the programs onto either three floppy disks or a hard disk. It is all done automatically, all you have to do is boot the Coverdisk. Floppy users need to have three blank formatted disks ready (make sure they are completely blank, i.e. no Trashcans even). The first disk contains the *Blitz* program, the second the examples and the third the utilities.

Hard drive users should note that all the files are de-archived onto your drive. Should you wish to, you may delete the extraneous files from the directory. The list of necessary files can be found in the document called 'Important!' However, before doing anything, you need to make an assign. You can either do this in a Shell or, if you are intending on keeping *Blitz* on your drive, in your user-startup. To enter it in the Shell, open a CLI and type: **assign Blitz2: <drive>:<directory>/Blitz2Demo.**

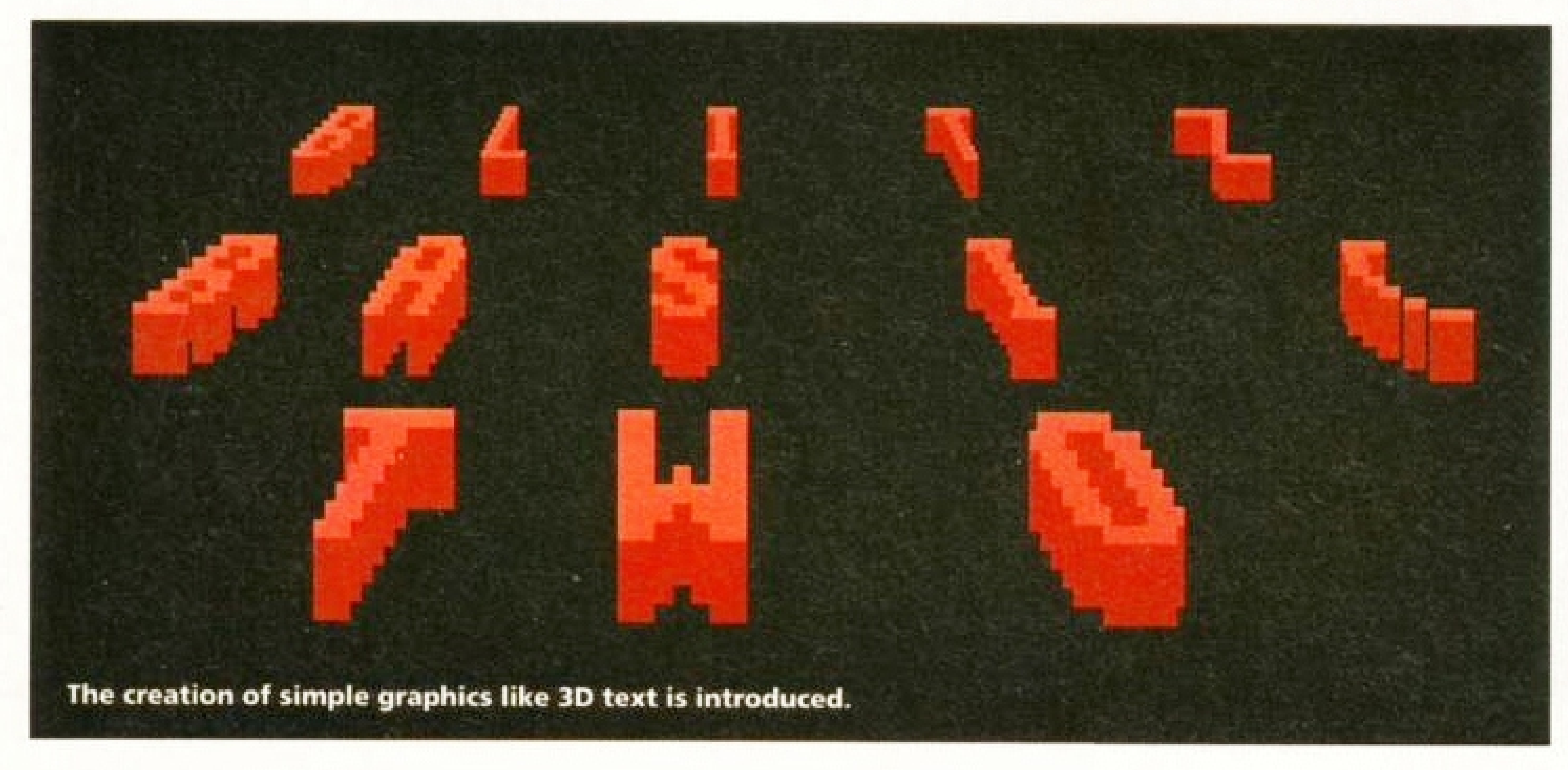
This will only make the assign temporarily and you need to make it every time you boot your machine. To make it permanent, use a text editor to edit your user-startup file to be found in your s: drawer and re-boot your machine after entering the same line and saving it. If you later wish to delete *Blitz2*, you must remove that line and re-boot before trying to delete the drawer. You should also note that in order to see all the files correctly, you may have to clean up the drawer, which means selecting Cleanup from the Workbench Window menu.

In the *Blitz* disk or drawer, you can find the *Blitz* editor and compiler. You can jump straight in and load this, but unless you know about Basic commands, you'll probably want to take a look at the help file first. Simply double-click on the help icon and the file will be loaded. From here you can get information on the commands. Although it states in the documents that on-line help is available, this seems to have a few problems at the moment and so it is necessary that you use the external help file (which contains the same information). Note that you should leave the *Blitz2* disk in the drive at all times when using help.

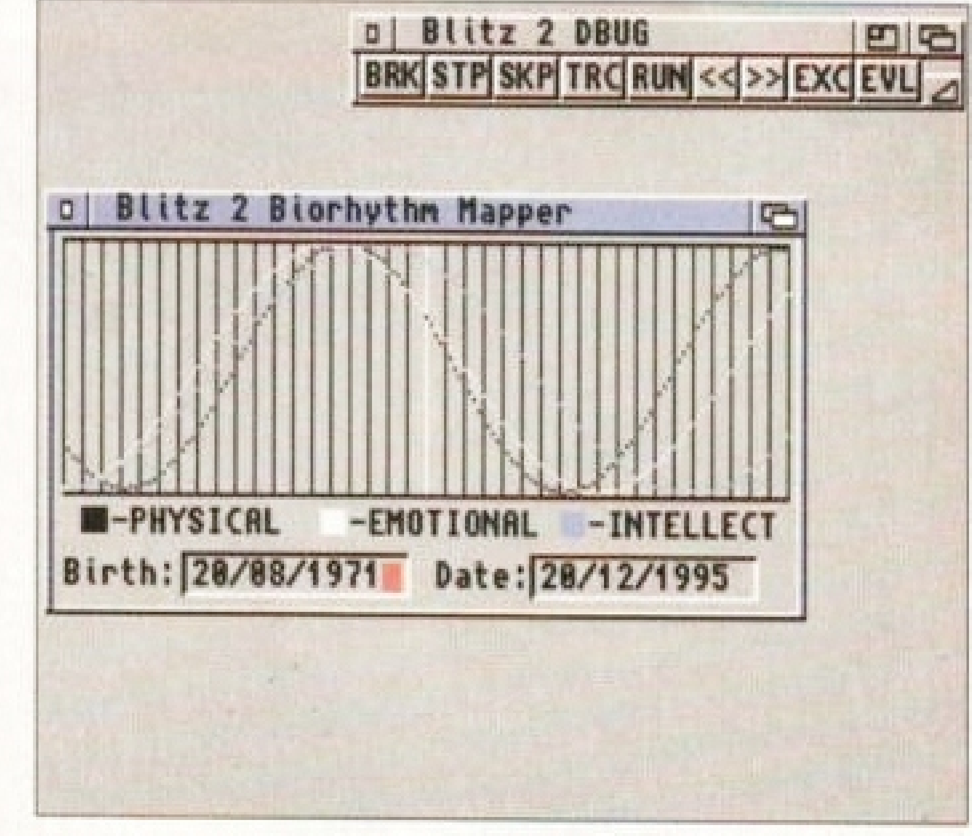
There is also a file called Ted on the disk. This is the text viewer used by the documents.

The Examples disk (or drawer for hard drive users) contains masses of examples of different types of programs that you can get running immediately. Either double click on the example you want, or simply load it into the *Blitz* editor. To run the program for the first time, select 'Compile and Run' from the Compile menu.

There are examples of many different types of programs possible with *Blitz*. In the Amigamode drawer, you can find examples of programs that are standard Workbench programs. There's everything from an example of the use of asl requesters to a Biorhythm program that you can enter your date of birth into. In here there's also a WB Clock program,



The creation of simple graphics like 3D text is introduced.



A Biorhythm mapping utility can be compiled.

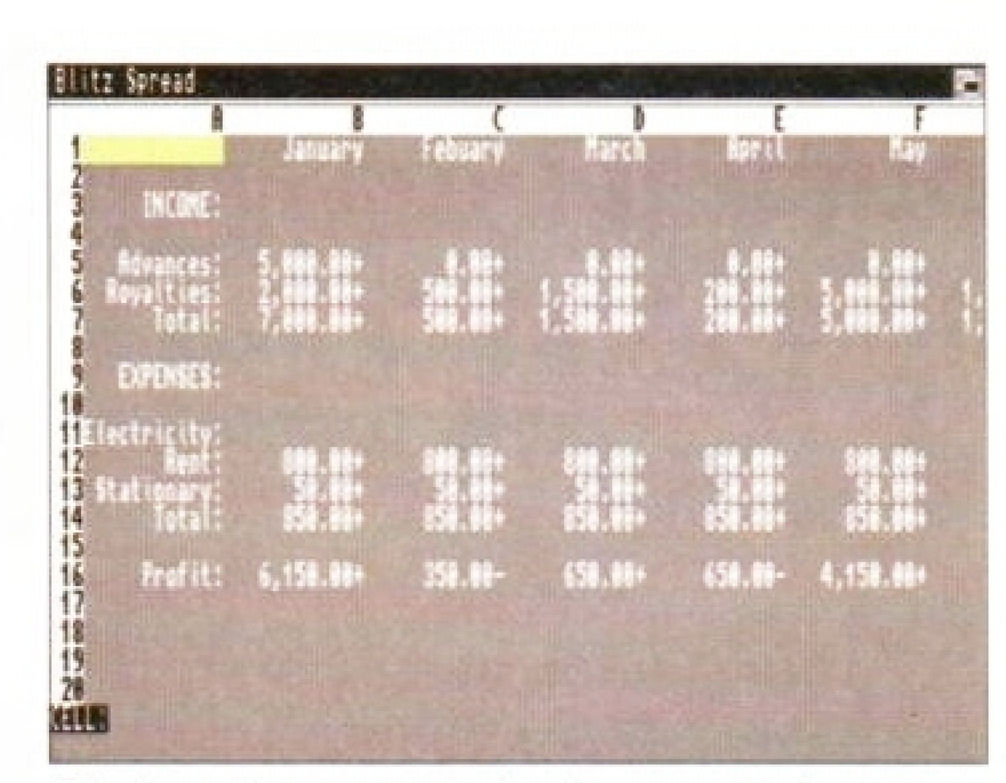
Basic 2.15

a program that displays memory availability and also one that shows how to open a CLI from *Blitz*. As you can see, there are examples of everything here from the essential ingredients of programs to full blown ones.

In AndrewsDemos, you can find some examples of the creation of 3D landscapes using wireframes and also how to animate them so they undulate like waves.

The Blitzmode drawer contains programs that deal more with the graphical side of the program, from displaying and moving balls to a small game, loaded from the darts_poly.bb file. This program shows how to have polygon ships flying around the screen and how you can shoot them using the mouse. The programs in this drawer are useful for use in games programs, from scrolling texts to displaying sprites.

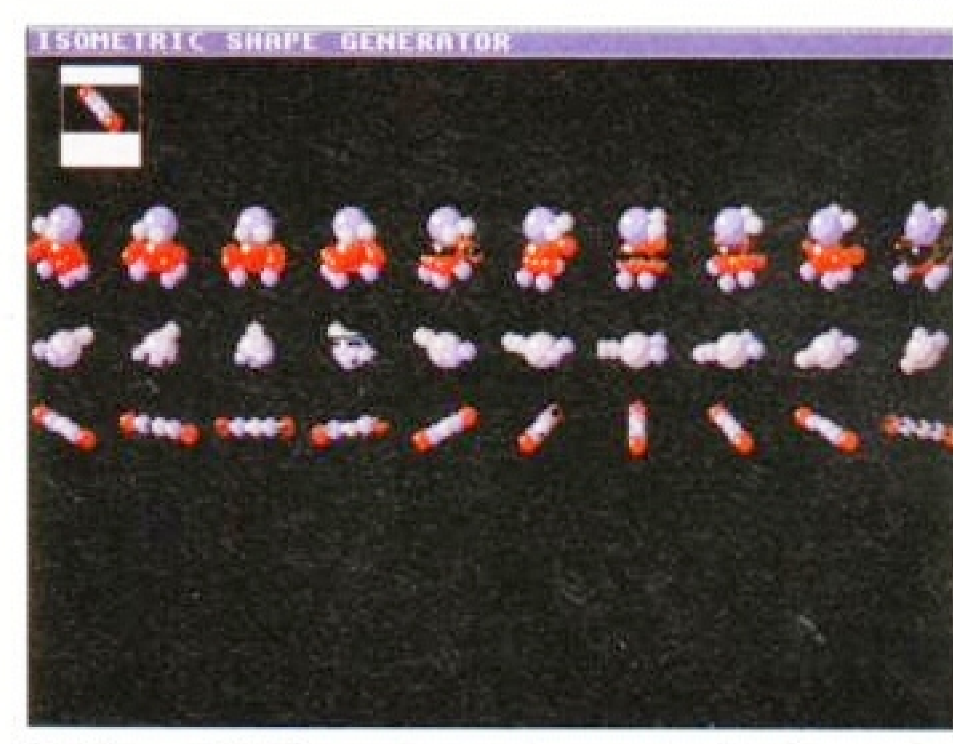
Marksdemos contains examples of more serious programs, such as an example of a simple spreadsheet. In Simonsdemos, you'll find an example of a Workbench dungeon game and the codes necessary to create isometric shapes and then how to animate



This is no sissy programming language and you can knock up proper programs like spreadsheets.

them. These are actually the code versions of the tutorials run in Amiga Format back in issue AF52. Floppy users should note that data is written to the disk when compiling this program. As the examples disk is packed full, you need to make a copy of it and remove some of the other diretcories to use this program.

Also read the docs, as you'll find that the program must be loaded in a specific order -



This Isometric Shape Generator creates the frames for the sprites animation used on the opposite page.

isorender before isoblaster. Tedsdemos and Tools offers more examples of codes needed for things like displaying three different planes of vision.

As you can see the programs vary quite considerably. Ranging from simple areas that you will need to understand for incorporation into a fuller program, as well as full examples of programs themselves.

UTILITIES

As if our stunning demo of Blitz wasn't enough for you, we've also managed to cram another three excellent utilities on.

In addition to *Blitz Basic 2*, you can find three utilities for Workbench 2 and above. Workbench 1.3 users should note that they may re-boot their machine after de-compressing the first two disks from the Coverdisk as none of these programs are 1.3 compatible. You are allowed to de-compress these programs, in case you have a ROM switcher, but it is pointless de-archiving this third disk if you only have access to WB 1.3.

ICON DELUXE 1.13

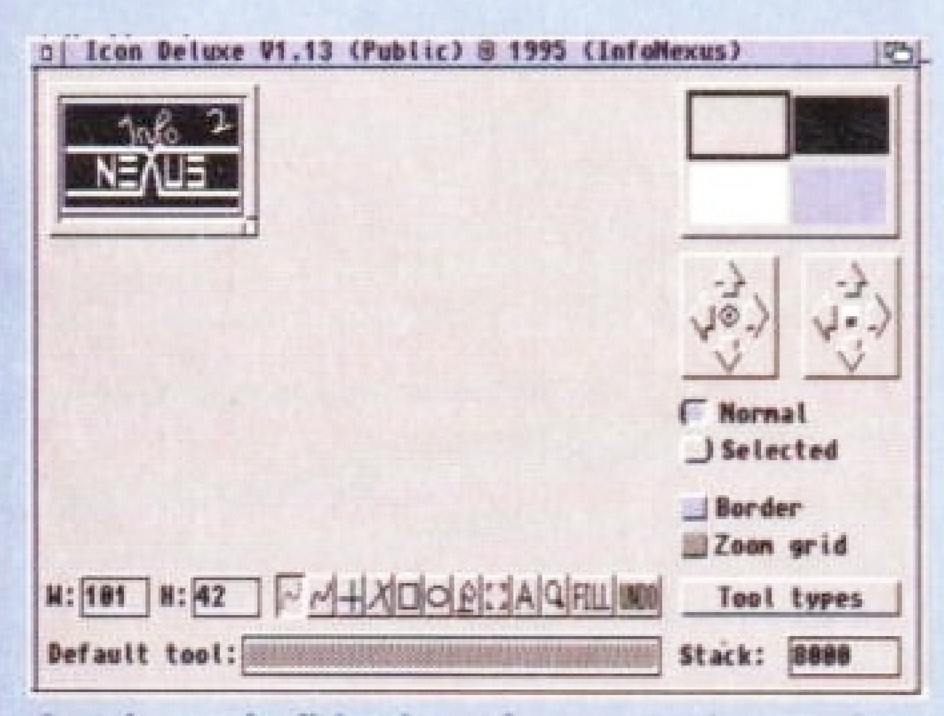
This is the public version of a very useful icon editor. It is incredibly easy to use, allows the importing of IFF images and also lets you add text easily in any font you have. You can change icon types so that you can use the icon as anything from a disk to a tool. It's also possible to add tooltypes and change the palette. Although this is a powerful program, this demo version has the save disabled (thanks to some idiot pirate who cracked an earlier version) - so do register if you like the way it works.

MFORMAT

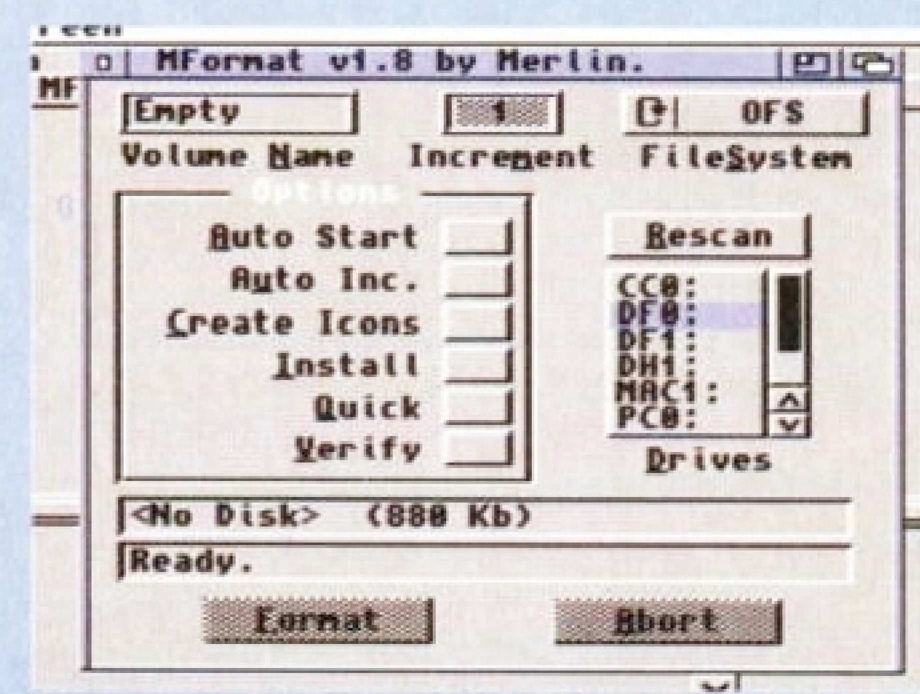
The standard interface for the format command is still a little dated. *MFormat* is a vast improvement. It allows you to automatically format any disk inserted in the drive, and allows you to set an increment to the titles of the disks, so that you can have them going disk1, disk2, etc. This allows you to easily format a batch of disks. Not only can you set the filesystem to be used, you can choose whether to include icons, whether to verify the format and whether to do a full or quick format. There's also the ability to automatically install the disks so that they are bootable. All these preferences can be saved and *MFormat* can easily be integrated into your Workbench as it can attach itself to your menus.

LAUNCHPAD

There are quite a few Workbench launching utilities around, but *LaunchPad* is now one of the most powerful. It's very easy to use and will tidy up your Workbench no end. Ideal for hard drive users, *Launchpad* allows you to have all you programs accessible immediately, even if they are buried in sub-directories. To use the program, you need to install it and then simply pick the programs that you want to be displayed and simply drop their icons onto the *LaunchPad* window. You can also then edit the configuration to use a different icon, or to display simply the name of the program. The launcher can handle more than just programs, it can also execute AmigaDOS commands and scripts. This is all covered in the documentation.



Creating and editing icons for your projects and programs is made simple with *Icon Deluxe*.



MFormat is a much needed update to the format front end, providing ease of use with power.

Launchpad - another program launching utility for Workbench, but it's so good that I use it. So there!

AMIGA FORMAT COVERDISKS

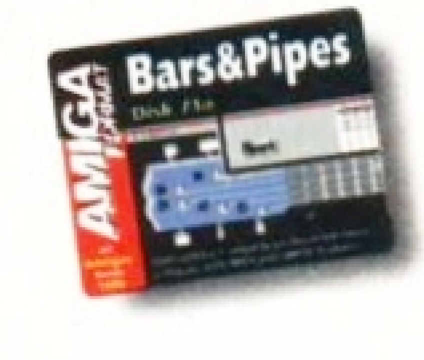
CAN'T GET YOUR DISK SOFTWARE WORKING?
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EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

BARS&PIPES (*AF71*)



Many readers have had memory problems when trying to run *Bars&Pipes*, or access the *Bars&Pipes* tool AmigaPhone.

To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk.

Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the *AF71A* instruments drawer.

A set of manuals is now available to compliment the *Bars & Pipes* Coverdisk. For further information please contact Emerald Creative Technology (0181 715 8866).

SENSIBLE GOLF (AF73)

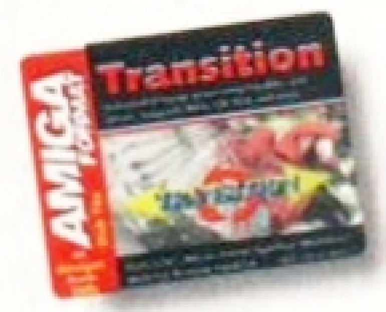
If you are using a 1Mb machine and have an external disk drive, you will have found that the intro and title load fine, but the game itself fails.

Switch off and disconnect the external drive which is taking up memory that *Sensible Golf* needs. When playing, if it seems that you have control of the game and can do everything except actually strike the ball, your joystick is in the wrong port.

TECHNOSOUND TURBO 2 (AF73)

To use the fun-time effects, as well as some other *Technosound* functions, it is necessary to have an external sampling cartridge connected. If you do have a sampler, but find that it doesn't work properly with the software, try gradually reducing the program's sample rate setting.

TRANSITION (AF74)



If *Transition's* main screen flickers, it doesn't mean that your Coverdisk is faulty. The programmers have chosen to use a high resolution screen for *Transition's* interface. Owners of a suitable multiscan or VGA monitor can configure Preferences so that the flicker is eliminated.

INFONEXUS/DATANEXUS (AF76)



Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for *AF* readers. To find out more, contact them on 01455 558282.

REAL 3D (AF77)



If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransferRate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.

Snap Maps offer

If you got issue 78's *AF* Coverdisk with our excellent selection of Snap Maps, you will no doubt be pleased to hear that you can now upgrade to the full version of the collections *Fields & Foliage* and *Building Materials & Fabrics* for either: (Tick appropriate box.)

- ❒ **£76 each volume (without *AF* Coverdisk £99.95)**
- ❒ **£140 for both volumes (without *AF* Coverdisk £188)**

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Kent BR4 9LQ.

Tel: 0181 402 5770
Fax: 0181 402 5780.



In issue 78 Graeme Sandiford was so impressed by this collection of 3D modelling tools that he slapped a Format Gold on it. For £120 you get a whole range of high-quality objects that should have you rendering stunning scenes, from jungles to urban areas, in no time.

IF YOUR DISK IS FAULTY...

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly.

If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to Discopy Labs for a replacement at the following address:

AF DISK NUMBER XX
DISCOPY LABS,
PO BOX 21,
DAVENTRY
NN11 5RT

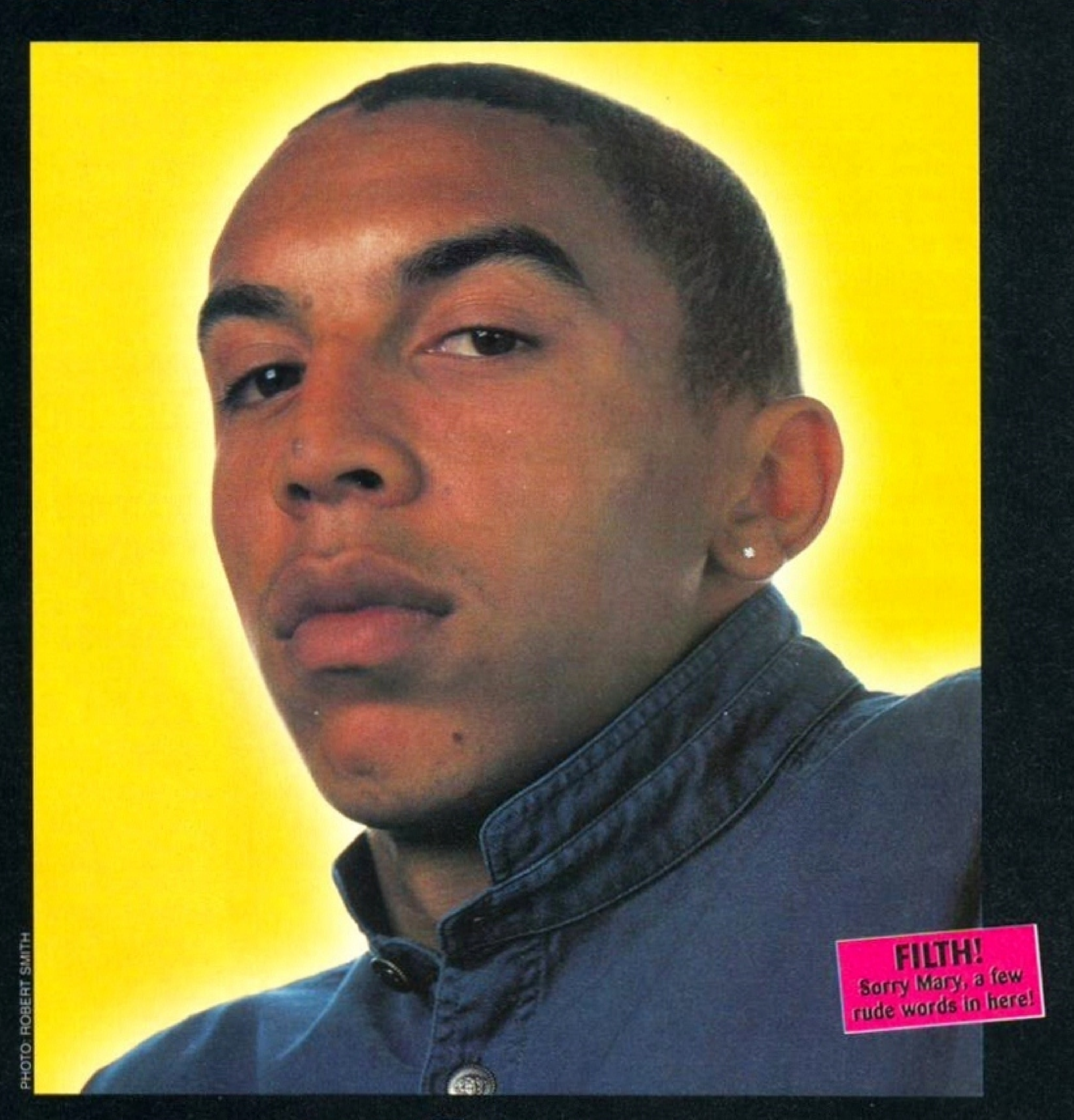
This includes any system messages you may get saying: **"Read/write error"**, **"Disk invalidated"** and **"Checksum Error"**.

In this case, the disk has been damaged and needs to be replaced.

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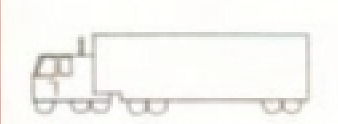
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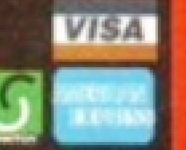
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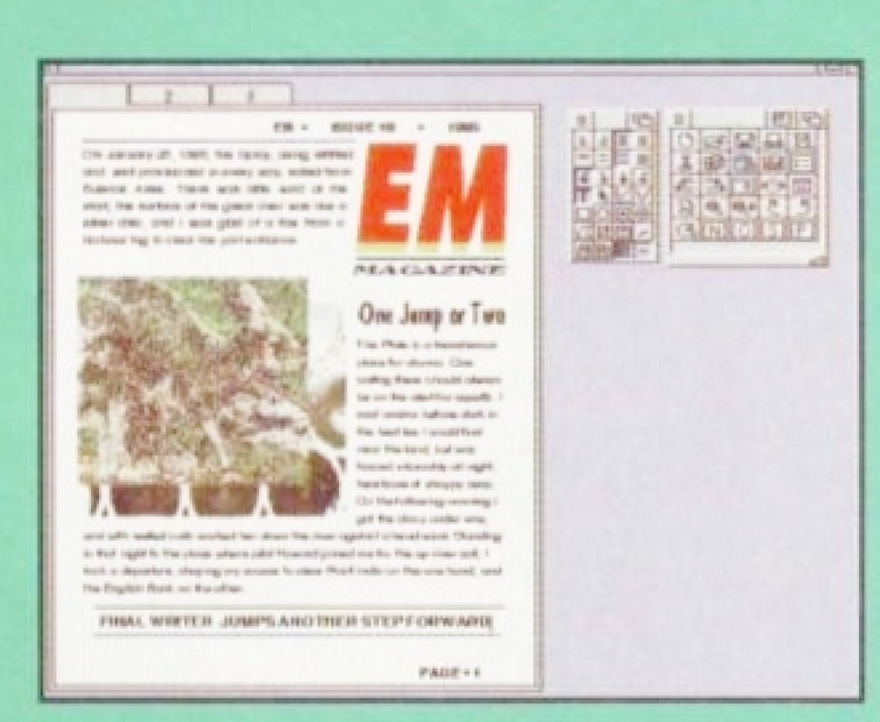
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Next month

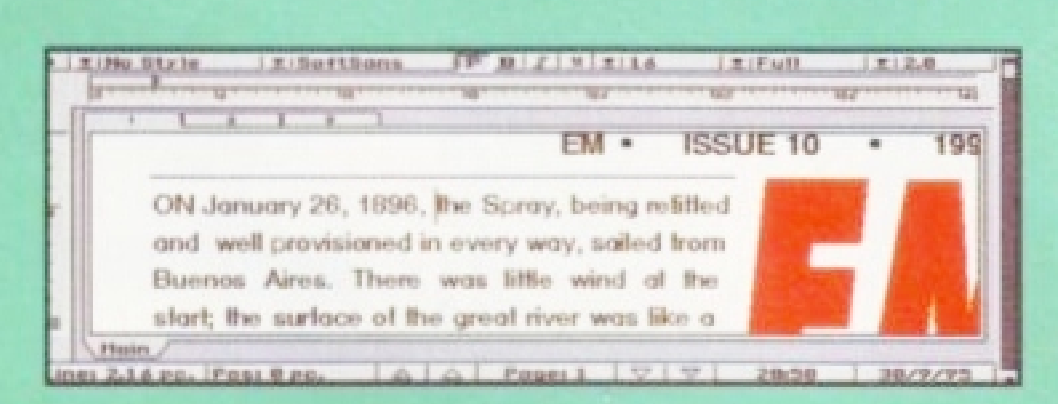
Written Off?

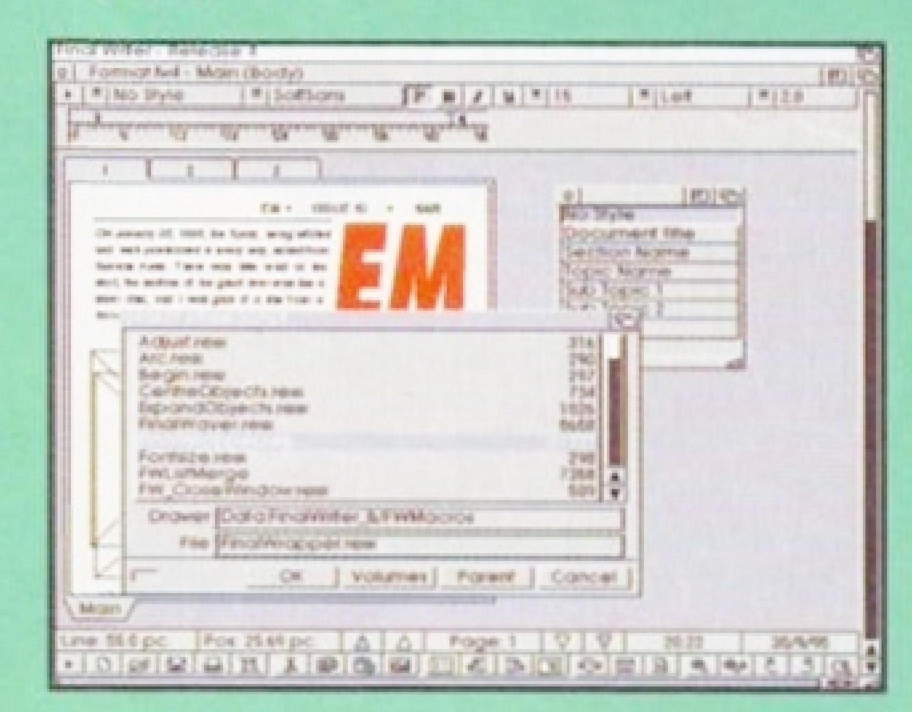


On the very next Issue of *Amiga Format* we have a rather unique disk offering – a special version of Softwood's *Final Writer 4*. This is no cut down demo version, this is a version that was originally prepared for the Amiga Magic bundle.

In the spirit of free enterprise, we are determined to show you this superb software and allow you to experience for yourself the fast, flexible advanced features of this product.

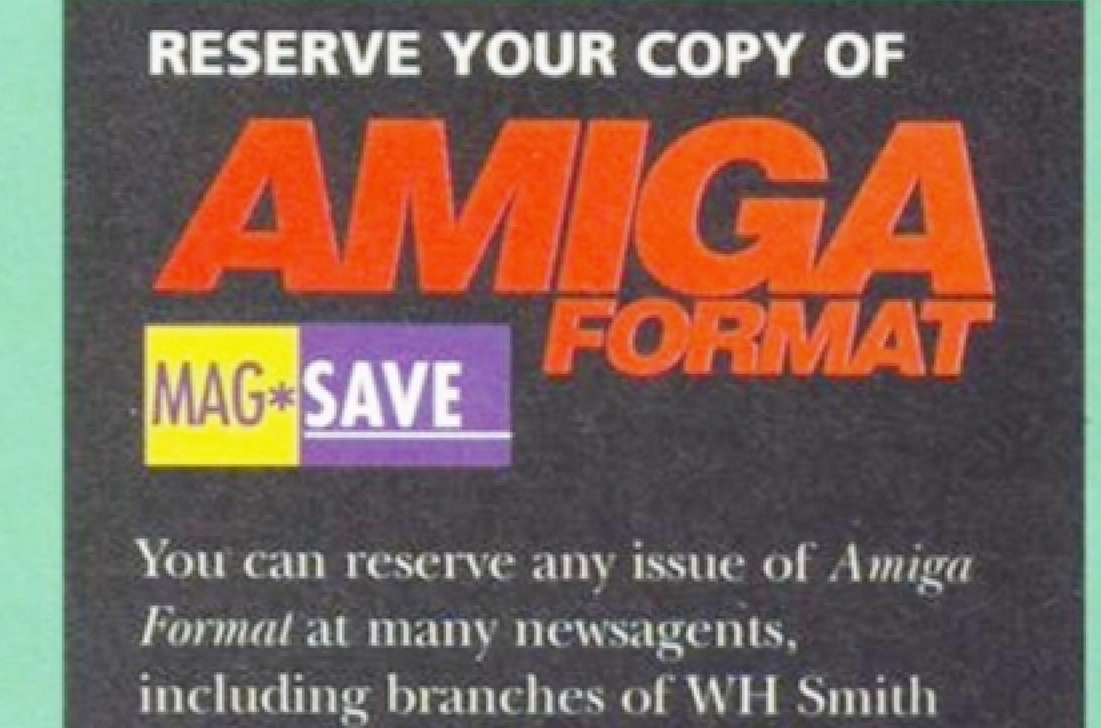
Final Writer 4 Lite is optimised for use on a 2Mb, floppy based Amiga, and yet still manages to include almost all of the features of the full *Final Writer 4* package which won it a score of 90% and a prestiguous *Amiga Format* Gold award back in issue 78. You'd be rather silly to miss it.





March issue

On sale Thursday, 15th february



Future contents may be subject to change, so don't say we didn't warn you.

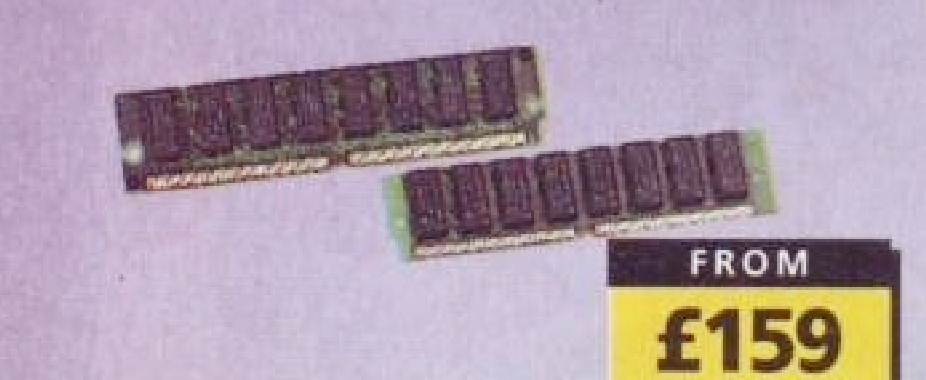
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squirrel scsi interface included where you see this logo

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